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AMIGA CD32 GAMER



ISSUE TWO

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EXCLUSIVE

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EXCLUSIVE

ALIEN BREED II



The Full Story!

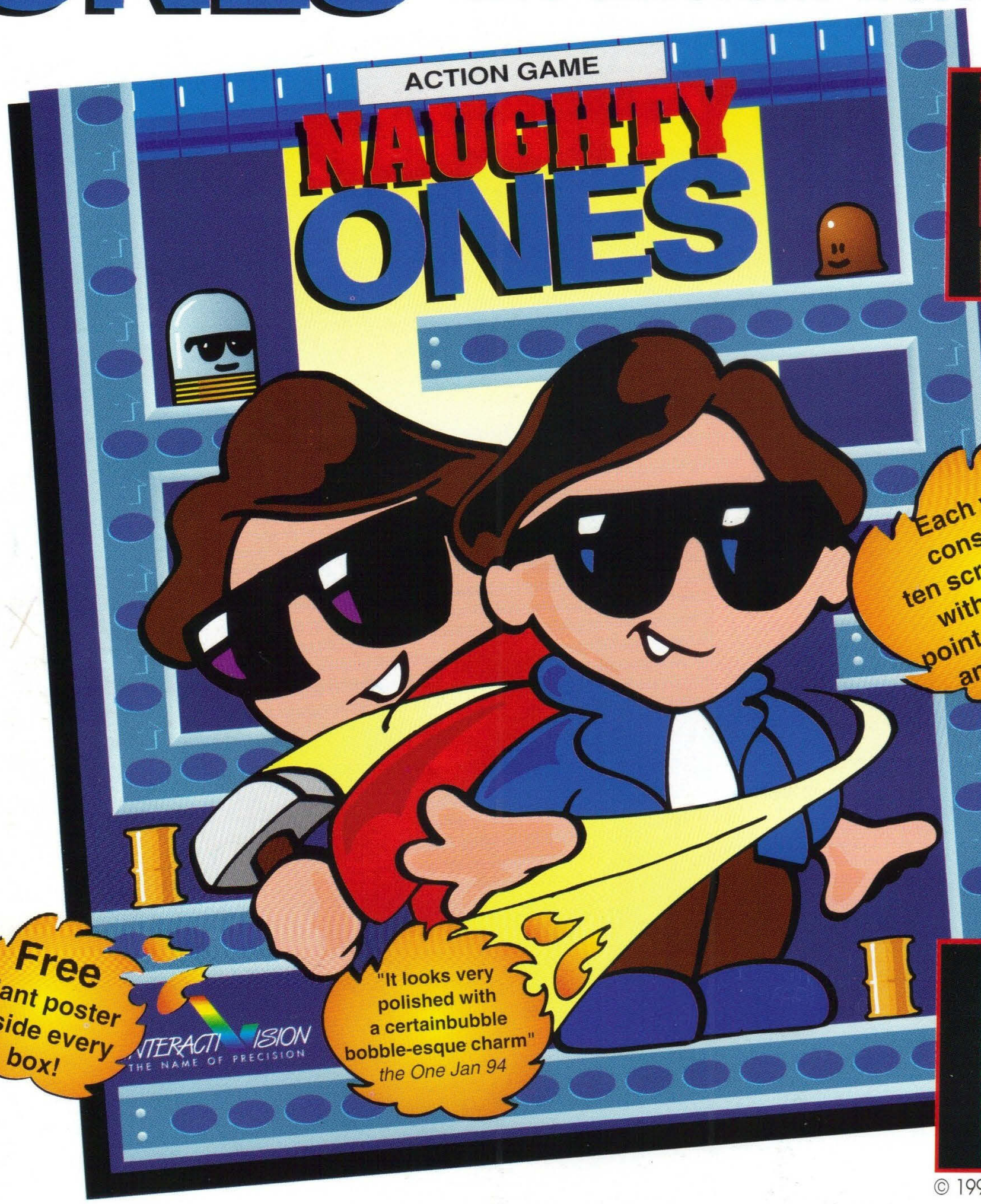
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ACTION GAME

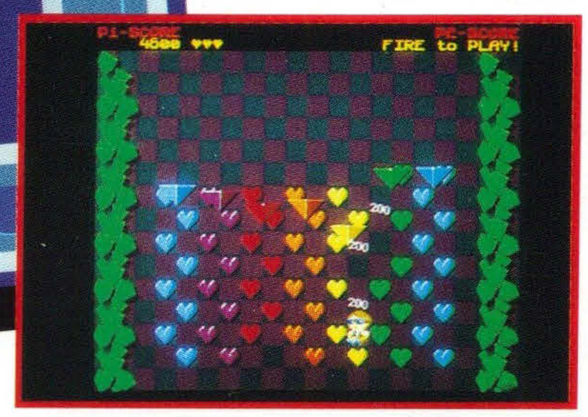
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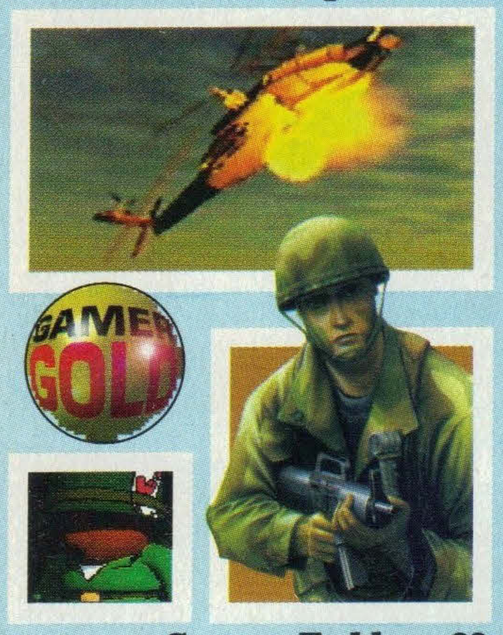
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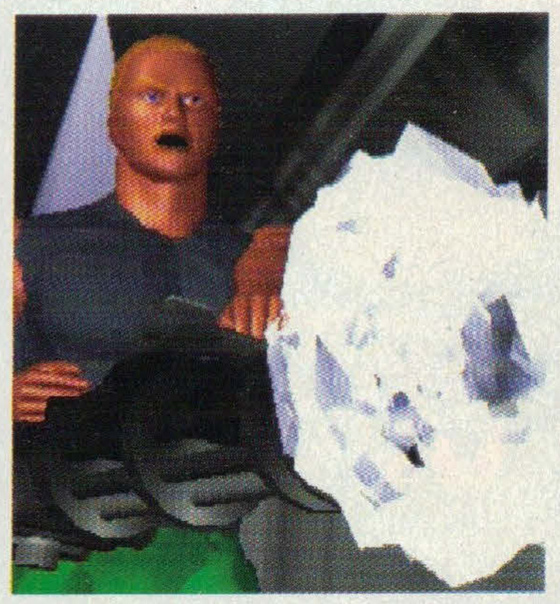


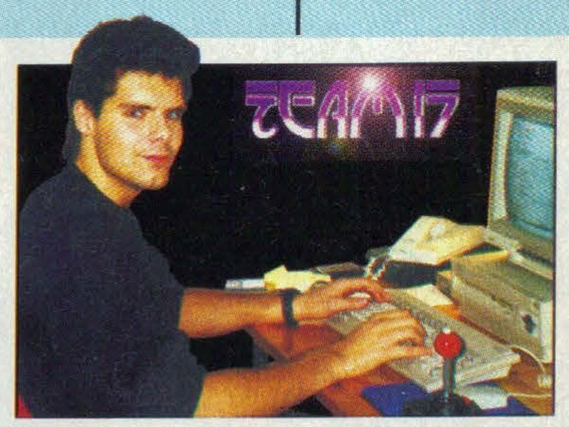
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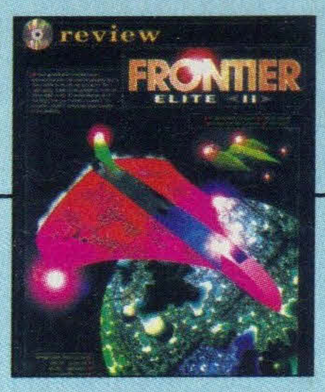


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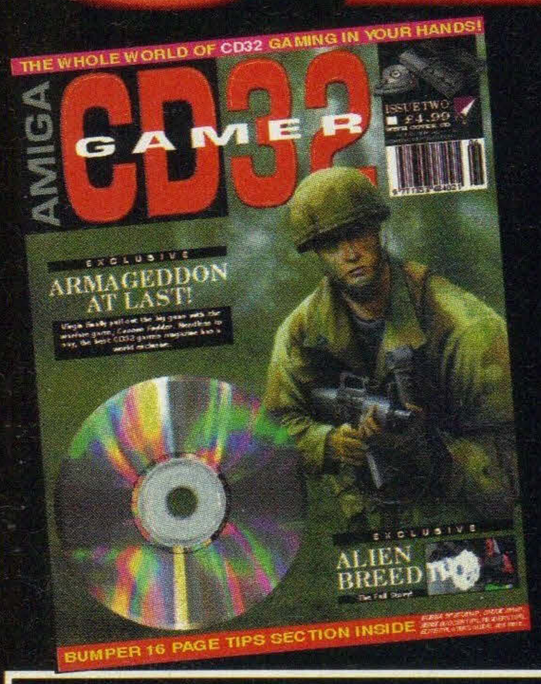


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EDITOR/DESIGNER: mark wynne
TIPS SUPPLEMENT DESIGNED & WRITTEN BY: mark ayshford & mark smith of *Computerfacts*
PRE-PRESS MANAGER: alan russell SCANNER OPERATOR/IN HOUSE PHOTOGRAPHER: suzzane ryan
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CD instructions

AMIGA CD32 GAMER



WARNING!
THE CONTENTS OF YOUR CD ARE CORRECT AT TIME OF GOING TO PRESS!
Mastering problems may cause some demos to be omitted. See CD for up-to-date info.

HEIMDALL 2
Core Design



This non-playable, rolling demo gives a quick taster of the evocative graphics, sophisticated puzzles, brilliant sonics and wry humour which is promised by this isometric adventure inspired by Norse mythology. As with the previous game, your opponent is the evil god Loki, a mischievous character who will use all his magic against you. To even up the odds, you're now accompanied by the Valkyrie Ursha.

● *Heimdall 2* will be out in May.

CANNON FODDER
Virgin

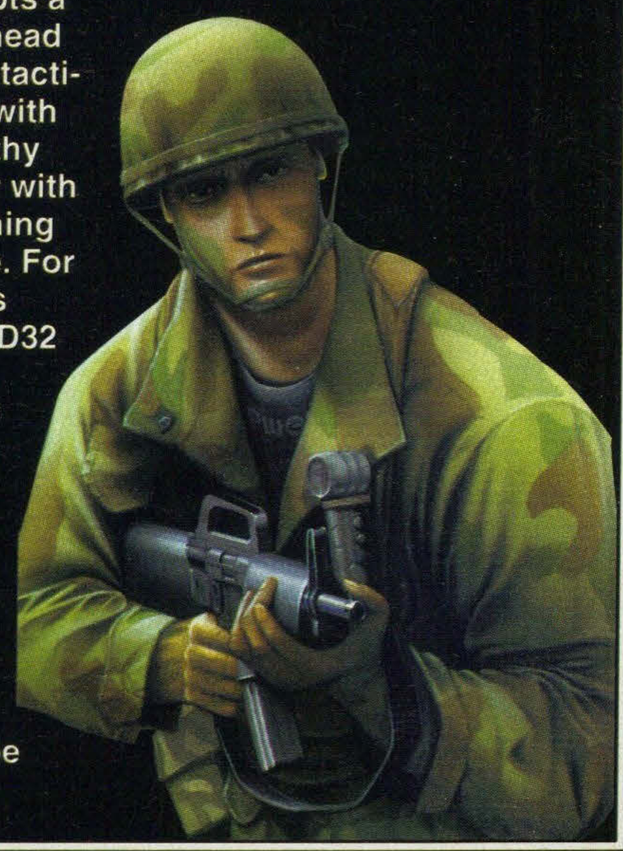


GAMER GOLD

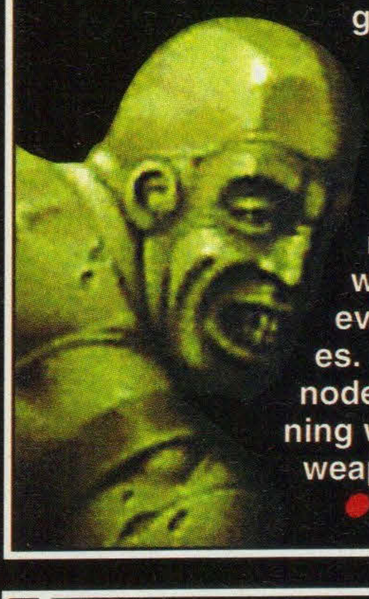
GAMER GOLD winner, Amiga chart-topper and undoubtedly one of the year's best games, *Cannon Fodder* is the latest from the stunningly successful Sensible Software team. Responsible for a steam of hits from C64 Wizball to world-beating *Sensible Soccer*, thier latest mega-game has been almost twoyears in the making.

Cannon Fodder adopts a *Commando*-style overhead perspective married to tactical gameplay on a par with *Lemmings*, plus a healthy dollop of black humour with wounded soldiers gushing blood all over the place. For the CD32, the game has been tweaked for the CD32 controller and will feature a hilarious, all-new intro specially coded for the FMV module. Our world exclusive demo features three of the game's first levels and the objective is simple – kill everything!

● *Cannon Fodder* will be released in June.



THE CHAOS ENGINE
Renegade Software



Inspired by steampunk novels such as William Gibson and Bruce Sterling's *The Difference Engine*, the Bitmap Bros latest megablaster has Victorian Britain beseiged by the mutated victims of the eponymous chaos engine. A group of mercenaries are gather together and the best two selected to try and destroy the foul machine once and for all. If you don't have a friend to control the second mercenary the CD32 will plays a pretty mean game too.

A Gauntlet variant, this single level demo requires you to find and unlock the exit. Keys which are left scattered about will open doors and even raise otherwise hidden bits of land in the marshes. Before the exit will open, you must find all the nodes – lamp-post like objects which emit a bolt of lighning when shot. Red fires your currently selected weapon, while blue activates your power-ups.

● *The Chaos Engine* is out now, priced £29.99.





FIRE & ICE
Renegade Software



Programmed by Andrew *Paradroid* Braybrook, *Fire & Ice* features quite possibly the most gorgeous soundtracks on any game yet. A bizarre and unusual platformer, the plot has alien elementals waging war on Earth with Cool the Coyote selected as the representive of the forces of good.

Cool The Coyote's objective is simple, assemble a key using six pieces collected off the baddies, then scram for the exit door. Cool is armed with ice pellets – fired by pressing the red button – which freeze enemies so they can be killed by touching them. Be quick though, as they can soon defrost! Cool should also watch out for little pups which he can rescue by guiding them to the exit, earning an extra life.

● *Fire & Ice* is out now priced £29.99.

BANSHEE
Core Design

This 1942-inspired shoot-'em-up has been supercharged by Core with a bizarre new storyline, masses of power-ups and humongous end-level monsters. Set in an alternative dimension, Banshee pits Sven Svardensvart against the evil Styx Republic, led by Blardax Maldrear. The year is 1999 and there have been no world wars, without which tecnological progress has been slow so there are no colour TVs, microwave ovens or nuclear weapons... Blardax is the ruler of the Styx Republic who abruptly gets the notion world domination would be no bad thing if he was in charge. His scientists are forced into a breakneck program of scientific research, dreaming up the fantastic nuclear-powered weapons with which he will embark on his quest for world domination.

Sven is the son of a scientist executed for refusing to invent colour TV. He starts off his vengenance mission with the standard Banshee propellor driven plane, but on the last of the six levels it's transformed into a Sub-light Banshee able to fly in space. Our exclusive demon is taken from one of the early levels. The objective is unsurprisingly simple – kill everything! Enemy weapons can be avoided by doing a loop the loop, while special weapon icons are activated by being shot and then collected.

● *Banshee* is due out in June/July.

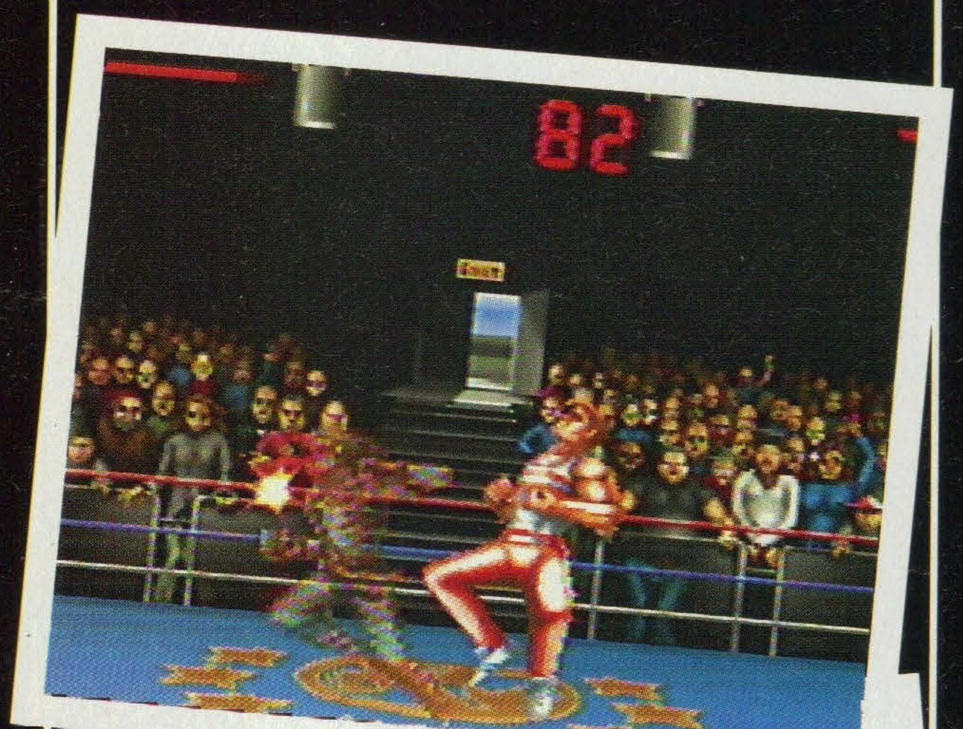


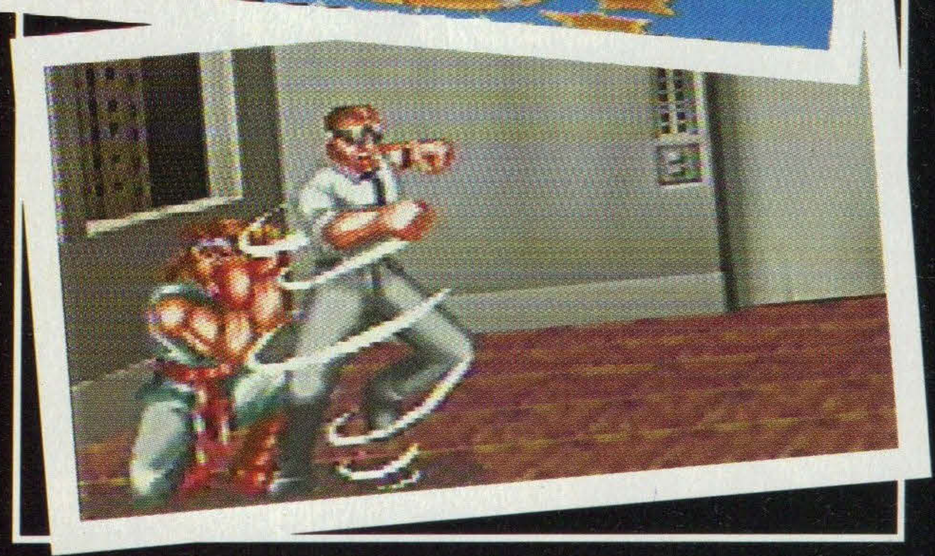
ULTIMATE BODY BLOWS *Team 17*

This really is the ultimate Amiga beat-'em-up and quite possibly the best on any machine. The original Body Blows and it sequel, Galactic Body Blows, have been combined to provided a CD-busting wealth of sheer gameplay. 23 characters, gruelling tag-team options and a secret final character make this a brilliant challenge and worth GAMER GOLD winner.

This exclusive demo features two of the game's 22 characters locked in combat. As you'll see, the action is incredibly fast and furious with some of the most impressive AGA landscapes ever as backdrops.

● *Ultimate Body Blows* will be released in June.





FAULTY DISKS!?

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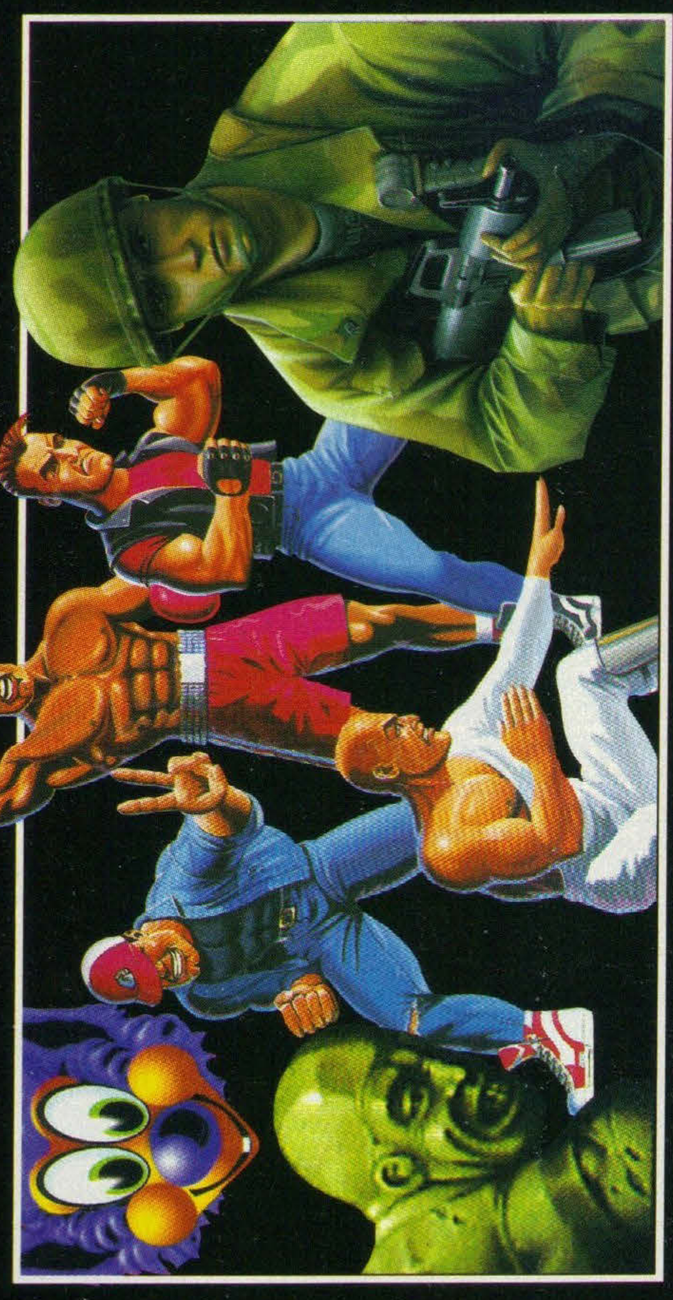
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CD32 GAMER

AMIGA CD



PRESENTED WITH ISSUE • 2

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AMIGA TO RISE FROM ASHES?

On Friday 29th April, Commodore's long-predicted collapse finally happened. While Commodore UK is still trading as normal, Commodore Electronics - the division of the company responsible for manufacturing and distribution in the US – has been closed down. Commodore International, the holding company which owns all the rights to Amiga technology, is registered in the Bahamas and has sought the protection of the courts there.

According to Commodore UK's joint managing director, Colin Proudfoot, Commodore made the move deliberately because it was so close to securing a deal to take the company over. "All it would take is one creditor to get wind of that... [to] cause a whole chain of lawsuits and suddenly Commodore is not an attractive option anymore." By entering voluntary liquidation, Commodore has made it possible for purchasers to buy the rights to its hardware – such as the CD32 and A1200 – without having to take on its immense debts. The popularity and power of the Amiga technology is obviously exceptionally attractive to numerous companies vying to enter, or consolidate their position within the fast-moving world of multimedia. The list of interested companies mentioned on Compunet gossip ranges from Amstrad to Sony to Virgin. Amstrad has confirmed it is "interested" in Commodore, but some industry observers doubt the company has the financial power to take on the task. A more likely candidate appears to be a huge Korean electronics corporation with a growing interest in multimedia. The prospect of a debt-free Commodore being given this sort of backing to promote the existing CD32/Amiga product line, and develop the 64bit technology, would be awesome.

Whoever buys Commodore, expectations are high something will be sorted out soon. While some subsidiary operations have closed down, branches in Germany, Italy, Scandinavia, Canada and the UK all claim it's "business as usual." These companies don't bear any responsibility for the American debt and, particularly in the UK, have generally been very profitable. As distributors they can't manufacture any new equipment, but will continue selling through what they have while hoping for the new purchaser to resume hardware manufacturing soon.

Software house reaction is generally muted. One of the reasons CD32 software support has been sluggish from the start is the financial uncertainty surrounding Commodore. However, even if the company simply vanishes, the Amiga market is so huge games are likely to continue for a very long time. The current CD32 release schedule outlined on pages 12-14 looks fairly secure since no-one expected huge new CD32 sales over Summer, and the games are aimed simply at serving the existing installed base. In reality, it's almost inconceivable that the company won't be bought up and A1200/CD32 production resumed. As Commodore's own UK MD, David Pleasance, pointed out before the collapse: "To be honest if anything ever happened I would be first in line in terms of a management buy-out. I mean to have the Amiga as it is now with no debts would be an amazing position to be in."



"...to have the Amiga as it is now with no debts would be an amazing position to be in." David Pleasance

COMMODORE HISTORY

Commodore Business Machines was founded in 1954, the IBM-inspired name indicating the company's constant ambition to sell its machines to business rather than the home. Originally a typewriter repair operation, it was established by Jack Tramiel, a survivor of Auschwitz who now heads Atari. CBM entered the computer business in 1977 with its green-screened Pet. On the back of this success, Commodore developed the world famous C64 – which was advertised in the UK with an elephant to symbolise its 'enormous' 64K memory. While technically inferior to the Atari 800, the C64 dominated the US games computer market and much of Europe.

In the mid-Eighties, Commodore bought into the cutting edge of computer technology by taking over Amiga Computing. When the Amiga was launched in 1985, PC's were monochromatic monsters with the hugely unfriendly MS-DOS operating system. The Amiga had a multitasking windows/icon/mouse based interface, full colour graphics, stereo sound and sophisticated custom chips. Nine years later, the PC is only just catching up. Unfortunately, CBM lacked the muscle to push it into the business market and seemed likely to lose the home market with its high prices. Atari, who'd also wanted the Amiga, stole a lead with its simpler, cheaper ST range. The classic A500 Amiga belatedly changed all that. Adopting the same style box as the ST, only far more elegantly designed, the new low-cost Amiga achieved massive sales. It was *the* home computer for Europe through much of the late Eighties and early Nineties. The ST faded into obsolescence.

In 1991 the A500 was used as the basis of CDTV, another machine ahead of its time. Commodore Dynamic Total Vision combined an A500 with a CD-ROM Drive to provide an ambitious home multimedia system. It was too expensive and software houses are still struggling to properly exploit CD-ROM technology. CDTV's failure led to Commodore turning away from the Amiga.



Rather than continuing to develop the Amiga, Commodore decided to start building the machines which were now its biggest competition: PCs. Factories were set up, ambitious advertising campaigns launched and it was a disaster, saddling the company with big debts.

The 32bit AGA chipset marked a hurried and belated return to Amiga technology, with the A1200 proving yet again the big market for a sub £500 home computer. Yet despite its success, and more recently the CD32's promising start, previous debts have proved impossible to shake off with the company posting an $8.2 million loss in its last financial quarter.

The company's future now lies with outsiders, but besides the lucrative A1200/CD32 line-up, there's the hugely promising AAA chipset to attract buyers. Rumoured to be capable of performance on a par with the Silicon Graphics chipset Nintendo wants for its 64bit console, the third generation of Amiga technology may yet save Commodore.



CD 1200 ANNOUNCED

The long rumoured, oft-denied CD-ROM drive for the A1200 has finally been unveiled. While Commodore UK's MD, David Pleasance, has long been doubtful of releasing the drive without FMV capability, pressure from Commodore US and intense lobbying by A1200 owners appears to have changed his mind. Looking rather like a CD32 chopped in half, and cream-coloured to match the A1200 case, the CD1200 was due to arrive in German shops by the time you read this. The price is 500DM, which indicates a £200 price-point for the UK version due to arrive in September.

The drive will plug into an A1200 through the expansion port underneath the machine and uses its own powerpack. To ensure compatibility with the CD32, its Aikiko chip is included in the CD1200. Aikiko is used to convert PC chunky pixels into Amiga ones, making PC conversions much easier and allowing faster graphics handling. However, there's still no way to incorporate an FMV module, which was always David Pleasance's principal objection to the machine. Some fantastic new gizmo may get around this problem, but for the moment the full CD revolution is only available to CD32 owners. Nevertheless, if the CD1200 does arrive it's bound to a huge boost for CD32 software development, dramatically expanding the potential market for CD32 software and reminding all Amiga owners just what CD-ROM technology can deliver for users.



ROBOCOP FOR CD32

Philips has just announced an agreement with Orion Home Video to distribute their movies on Digital Video CDs. Orion have an impressive roster of hits including *Silence of the Lambs, RoboCop, Bill and Ted's Bogus Journey, Dances with Wolves* and many more. Ten titles have already been selected for US release this winter, with European releases still under negotiation. Philips' success is good for Commodore as both CD-i and CD32 conform to the same Digital Video standard. Herb Dorfman, Senior Vice President of Orion Home Video, commented; "The high quality video combined with Compact Disc audio is an awesome combination and the ultimate in quality for the home viewing of pre-recorded movies."

Below is a list of titles from other companies due soon:

<u>27th May</u>

The Cream of Clapton - Eric Clapton in concert.

The Cure – gloomy popsters.

Fatal Attraction - thriller vividly promoting family values.

<u>24th June</u>

Sting: Ten Summoners Tales - ecofriendly pop videos.

Wayne's World - cable TV hi-jinks.



CD32 GOES COIN-OP

Coin-op veterans Spectacular Graphics have announced plans to use the CD32 as the heart of an exciting new arcade system. Based in Birkenhead, SG specialises in making cabinets and supplying arcades, pubs and other locations. Their Leisure 2000 cabinet has won the Best Cabinet Of The Year award twice in a row, but recently they began to wonder why there were no British coin-ops. British programmers are acclaimed as among the best in the world, so why not put this talent together with UK hardware for a real worldbeater?

SG considered all the CD-ROM games platforms currently on the market, before deciding CD32 offered by far the best potential. As SG's Cliff Hamilton points out, "CD-i technology is five years old", while 3DO is "essentially too slow." By contrast, Amiga technology is cheaper, better supported by UK programmers and backed by Commodore's UK technical support..

SG's coin-op system will use pretty much a standard CD32 with only a few tweaks. An extra megabyte of memory will lessen disk accessing, while the CPU has been tweaked to run a bit faster. To work on the system, games will have to be slightly modified. SG in fact want games to be enhanced for the coin-op market, offering a much faster, immediately addictive experience than domestic versions, where players have far longer to get into a game.

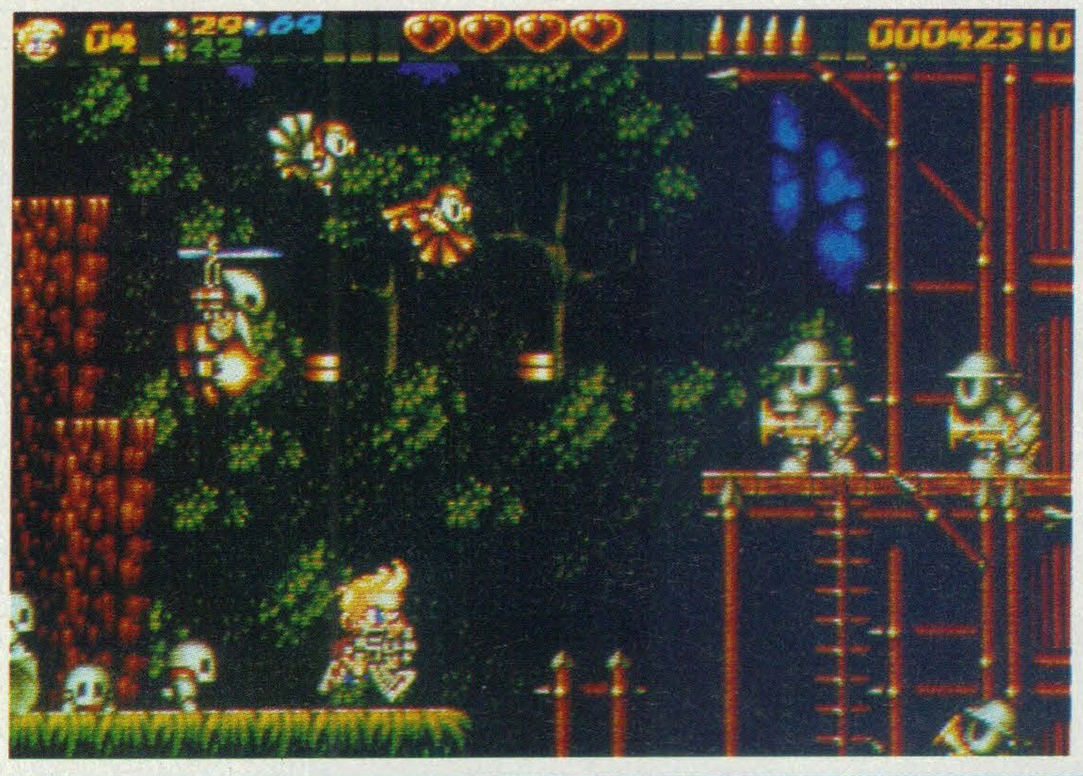
Cliff is eager to point out the advantages for British programmers – arcade games invariably dominate sales charts and a coin-op release would massively boost any game's profile. Talks are currently going on with a number of software houses and Team 17, for example, are already developing an enhanced, two-player version of their classic *Project X* shoot-'em-up.



While cynics might scoff at the notion of a CD32 taking on the likes of *Ridge Racer*, anyone who's ever wandered around an arcade will know what little variety is on offer. The CD32 could more than hold its own and SG are already conducting talks with Commodore over using their 64bit, AAA chipset when that arrives later in the year. Perhaps in a few years time, Spectacular Graphics will be deposing Capcom and Sega from arcades around the land! Programmers who think they can make it happen should contact Cliff on 051 6392000. Other gamers can only keep their fingers crossed for the system's UK debut, around autumn time.

YOU'RE SURROUNDED!

Renegade's *Ruff 'n' Tumble* is set to bring a whole new **dimension to the fiercely competitive platform genre with gorgeous Dolby Surround Sound for its entire soundtrack. Surround Sound is based on a Pro-logic 5 speaker system, which basically means you need a Pro-logic amplifier and five speakers. Two of the extra speakers are placed behind the player to add depth to the sound (effects appear to come out of the screen), while the fifth speaker is placed under the TV to 'lock' effects and enhance dynamic pan effects. While Surround Sound games alone hardly justify the cost of this set-up, obviously it can also be used with your normal TV and NICAM video, while Digital Video movie CDs also support the standard.**



CD32 *TRASHES* COMPETITION *& DROPS* PRICES!

The CD32 continues to go from strength to strength, latest Gallup sales figures showing it with 55.6% of the CD-ROM market. This compares to 24.2% for the much hyped PC CD-ROM, 18.3% for the pathetic Sega Mega-CD, 1.1% for CD-i and 0.9% for Apple Mac CD. While the CD market is still only a small part of the overall games market, in March it was the only sector to show growth. Kieron Sumner, Commodore's multimedia sales manager, commented: "Of all the platforms out there only Amiga CD32 can deliver advanced CD gaming now. Its chart performance is hard proof of its unstoppable progress."

Further expansion seems inevitable with the latest *Spectacular Voyages* CD32 pack dropping £50 to an unbelievable £250 for a summer promotion. David Pleasance provides the sound bite on this press release: "At this price it just obliterates everything else on the market. If you want to buy a console there's simply nothing else worth considering." It certainly seems to have a clear run this year. Atari's Jaguar, still lacking a CD-ROM drive, is unlikely to appear in big numbers until year end, if at all, while 3DO's delayed September launch is burdened with a ridiculous £400-500 price tag. Both the Sega Saturn and Sony PS-X aren't due for over a year, while Nintendo's Project Reality may slip into 1996. If you want games (and movies) now, CD32 is not only the best choice, it's practically the only choice!

It's twue it's twue I says it's twue!

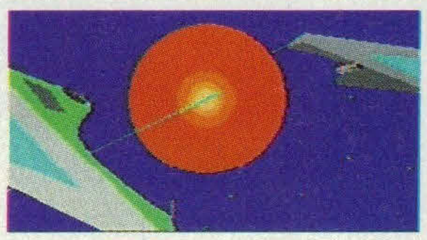
PROPLAY JOY



At last! Competition Pro answer the prayers of every CD32 owner with a slick new joypad. Up until CD32 owners have faced the dilemma of either struggling with their ugly, awkwardly shaped CD32 controller, or losing its six button capability to use a normal Amiga joystick. Now Competition Pro have provided the perfect solution. Based on their popular Mega Drive/SNES peripheral, the new joypad has been comprehensively reworked for the CD32. Not only does the pad support all six fire buttons, these are properly annotated with the icons for playing music CDs (fastforward, etc) which are also properly colour co-ordinated to the original CD32 pad design. Each of the buttons have their own, individual autofire setting and a pause-based slow-mo facility is included as well. The pad is solidly constructed, its colour perfectly complements the CD32 itself and, miracle of miracles, it's very comfortable to hold. Stylish, robust, packed with features and a delight to use this could very well revolutionise the way you play CD32 games! **Price: £19.99.**

LIFE ON THE FRONTIER

The original tag-line for *Elite* – "it's not a game, more a way of life" – is to become especially apt for its recently released sequel, *Frontier*. A series of game "extensions" are planned by Frontier Development Ltd, a brand new company formed by programmer David Braben to overlook the mega-hit. New missions, ship types and characters are on the way in *First Encounter* due for October, on the PC, with Amiga versions to follow. Braben's ambitions are supported by the game's phenomenal sales, over 200,000



sales in Europe making it the best selling computer game of 1993, according to Gallup. Just released on CD32, *Frontier* instantly shot to the top of the charts and is reviewed on page 21.

CD32 SNIPPETS

Ocean Software has just announced that it's bought up the rights to six of EA's biggest console titles, including *Desert Strike, Jungle Strike, Mutant League Football, NHL Hockey* and *Skitchin*. A1200 and CD32 conversions are expected later in the year.

US-based Software Toolworks, the parent company of one of the CD32's staunchest backers – Mindscape – has been taken over in a breathtaking £310 million deal. Giant UK company Pearson took over Mindscape in order to sharpen its ability to compete in the emerging world of hi-tech multimedia entertainment. Pearson is a truly massive company owning companies such as Financial Times, Thames TV and Penguin Books. Nick Alexander, ex-boss of Sega Europe, recently joined to head up a multimedia division.

***Liberation* programmer Antony Crowther has 'liberated' himself from Mindscape after mutual difficulties and joined Gremlin who he originally programmed for back in the Eighties.**

Despite positive reviews, Andrew Braybrook's long awaited follow-up to his C64 smash, *Uridium*, failed to meet sales expectations. As a consequence a largely complete CD32 version has been scrapped.

Electronic Arts plans to become the world's largest consumer software company have collapsed. EA originally hoped to organise a share swap worth $400 million with Broderbund, the American software house responsible for games such as *Prince of Persia* and *Choplifter*. The deal fell apart because EA's share price has slumped from $26 to $21 in recent months, while other software house's value has generally risen in the light of the £310 million Pearson paid for Software Toolworks.

A big thankyou to Neil at Bournemouth GAME (0202 311668) and TORC SOFTWARE at 9 Wilton Parade, Felton High Street, Middlesex, TW13 4BU. (Call 081 8932100)

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9. ALIEN BREED/QWACK	TEAM 17	£24.99
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ELSPA – European Leisure Software Publishers Association Ltd

CHARTS COMPILED BY GALLUP



KICK

you know it's...





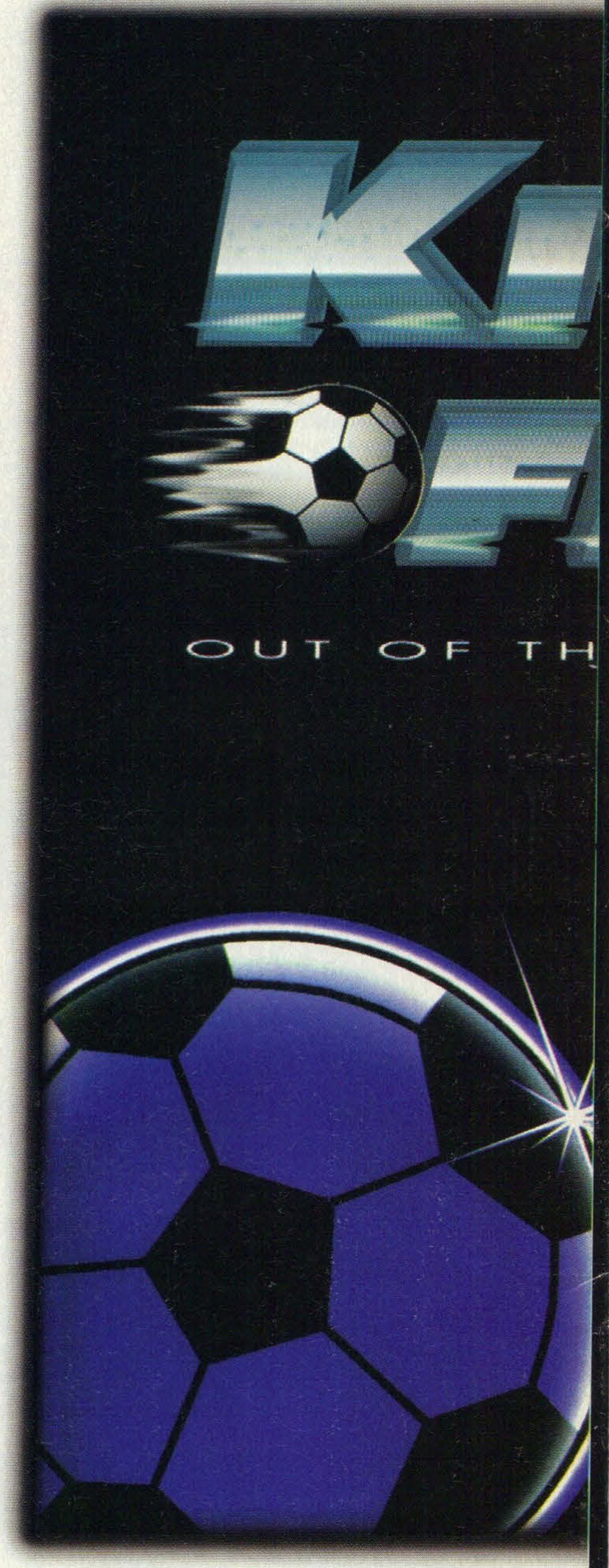
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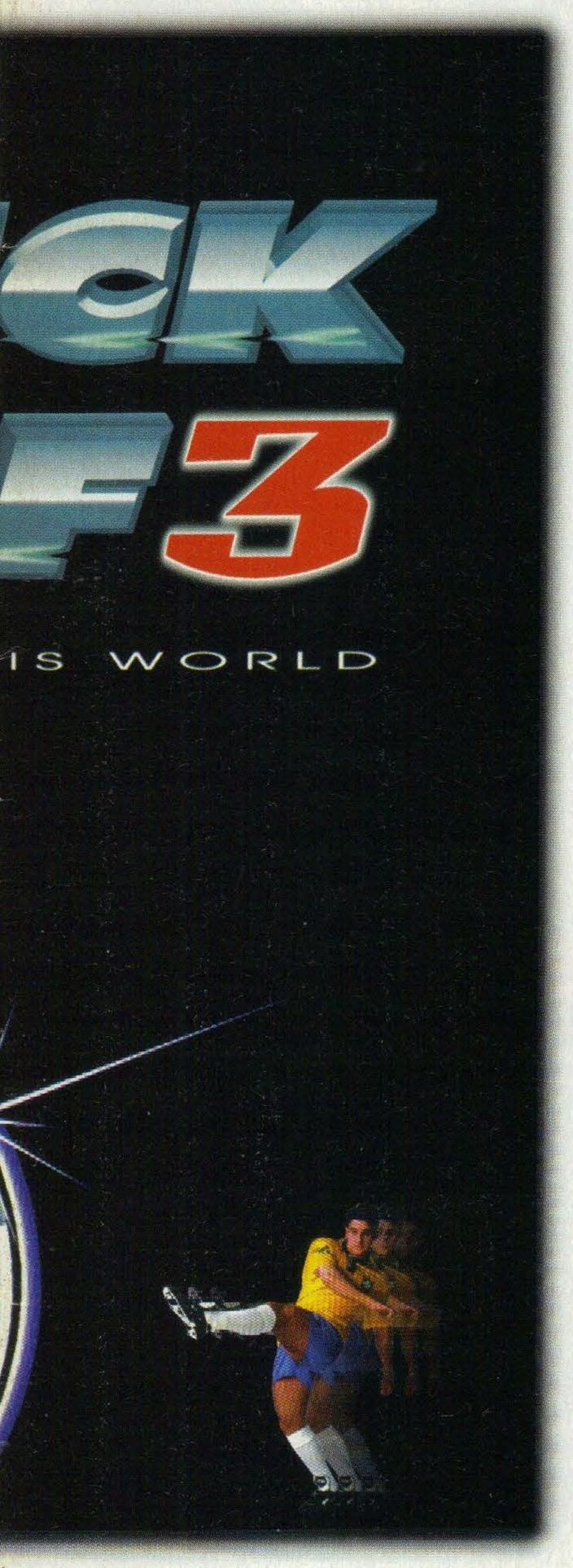


CD32 PC & COMPATIBLES PC CD ROM

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KICK OFF 3





the Brazilian Playmakers to split the opposition with pinpoint passes or the German Sweeper to build from the back. Play the ball to the dashing full backs from Cameroon or release the flying Dutch Wingers.



PC COMPATIBLES

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PREVIEWS

COMING TO YOUR CD32 SOON...



While the roster of forthcoming CD32 games grows ever more impressive, software houses are still keeping to tradition over release dates and ignoring them. The dates below are as accurate as we can get, but don't be surprised by any delays!

21ST CENTURY

Marvin's Marvellous Adventure
Written right from the start for CD32, this cutesy platformer seems fun. 90-plus levels, ten different worlds, numerous bonus levels and masses of CD audio mean it could well fill an entire disc!
Out: September.



ACID SOFTWARE

Guardian
A simplistic 3D blast-'em-up inspired by the SNES classic*Starwing*.
Out: June



Skidmarks
Fast, fun overhead view racing action upgraded to AGA standard.
Out: May

ADVENTURESOFT

Simon The Sorceror
A fun graphic adventure which is being upgraded for CD32 with an amazing two hours of spoken dialogue, featuring the voices of Roger Blake (Spitting Image) and Chris Barrie (Red Dwarf & The Brittas Empire). The game's plot has an apprentice magician lost in a fantasy adventure with lots of anachronistic humour.
Out: June.

Simon II
More of the above, with the evil Swampling opening a fastfood joint!
Out: Winter 1994.

ALTERNATIVE SOFTWARE

Dennis & Gnasher
A Beano inspired platformer.
Out: May.

Tracksuit Manager '94
Fantasy League Football for the CD32, sort of.
Out: May.

ANCO

Kick Off 3
The state-of-the-art in footballing sims may have some minor enhancements for CD32.
Out: June.

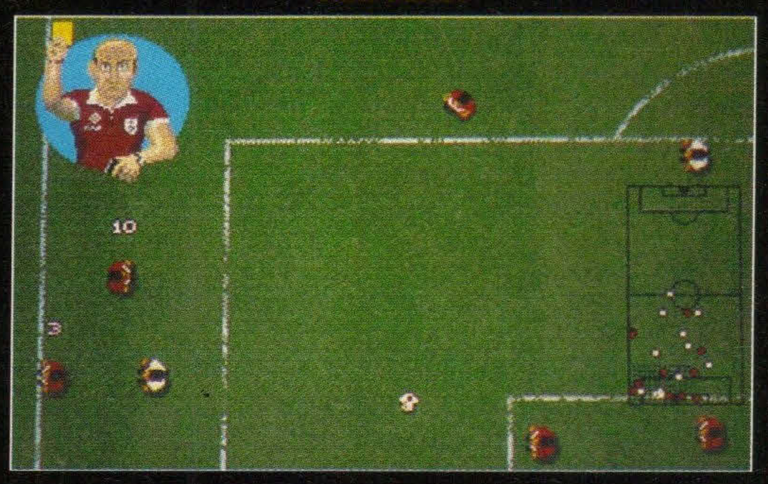
AUDIOGENIC

Bubble and Squeak
Yet another fun platformer.
Out: June.



Exile
A huge arcade adventure with a jetpacking hero facing substantial CD32 enhancements.
Out: Late Summer.

Wembley International Soccer
The Amiga game should be out as you read this, with a CD32 version following soon after. The graphics look great with replay, slow-mo and even picture-in-picture modes. Overhead and side-view views are offered, with 64 international teams to choose from.
Out: June.



Graham Gooch Cricket
Since old Graham's been pensioned off, this licence isn't quite what it was, but the actual game is a solid enough sim.
Out: Late Summer.

Super Loopz
A fun arcade-puzzler for one or two players.
Out: Late Summer.

CODEMASTERS

Captain Dynamo
A simplistic platformer, but attractively presented with some nice touches. At just £12.99 it's well worth a look.
Out: June.

Micro Machines 2
The hugely successful toy car racing game spawns a state-of-the-art sequel, being developed with CD very much in mind.
Out: Xmas.

Psycho Pinball
Codemaster's venture into the world of steel balls and flashy lights is their second title designed to exploit CD.
Out: Xmas.

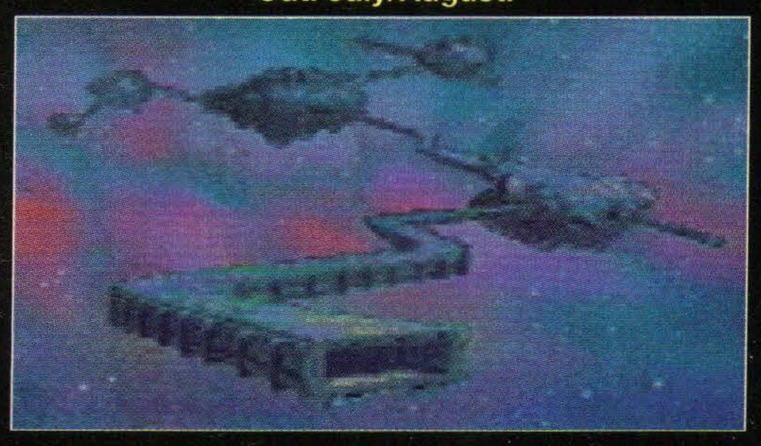


Ultimate Dizzy (Working Title)
The phenomenal Dizzyy comes to CD32 in the mother of all compilations - no less than 10 Dizzy games on one disk.
Out: Summer.

CORE DESIGN

Banshee
Although this initially seems like a dated 1942-clone, graphics are slick and end-level monsters awesome.
Out: June/July.

Universe
This brilliantly atmospheric, icon-driven arcade adventure takes place in a parallel universe where the evil King Neiamises reigns.
Out: July/August.



Heimdall 2
Inspired by Norse mythology, this isometric adventure features plenty of mind-bending puzzles.
Out: May.
Skeleton Krew
This six-level, isometric shoot-'em-up in full SuperGoreScope looks unmissable. There's a two-player mode, a wacky sci-fi plotline and big mega-monsters.
Out: August/September.



CYBERDREAMS

Dark Seed
A new CD soundtrack with sampled dialogue will enhance the CD32 version of this classy graphic adventure based on H.R. Giger's artwork.
Out: June.

DIGITAL INTEGRATION

Tornado
Although Commodore say it's due for a May release, DI have still to figure out how to get a keyboard's worth of controls onto a CD32 pad. Let's hope they succeed because the PC version is one of the most accurate flight combat sims ever.
Out: TBA.

GREMLIN

HeroQuest 2: Legacy of Sorasil
Based on the popular boardgame, this is an isometric RPG with your typical fantasy scenario and a choice of eight characters, including a Mystic, a Barbarian and even a Cleric.
Out: June.



Litil Divil
This huge PC CD-ROM title with much cartoon japery and Taz-style hero is much anticipated.
Out: July.
Top Gear 2
The original Top Gear was actually a SNES conversion of Lotus Turbo which managed mega-sales without the big licence name. A SNES sequel followed last year, which is now coming back to Amiga to compete with the original Lotus Turbo, and its two sequels, as well!
Out: September.

ICE

Akira
The game of the epic Japanese anime movie.
Out: Summer.
Gulp
Yet another platformer from the Ice stable.
Out: April.

KRISALIS

Bazooka Sue
A hot contender for the most sexist game of the year, this cartoonesque adventure pits German porkie Sue against evil Doctor Bruth.
Out: 1995.
Man Utd
The Premiere League champions immortalised in an update of a reasonable Amiga game embellished with masses of CD-ROM spooled game intro pics.
Out: June.



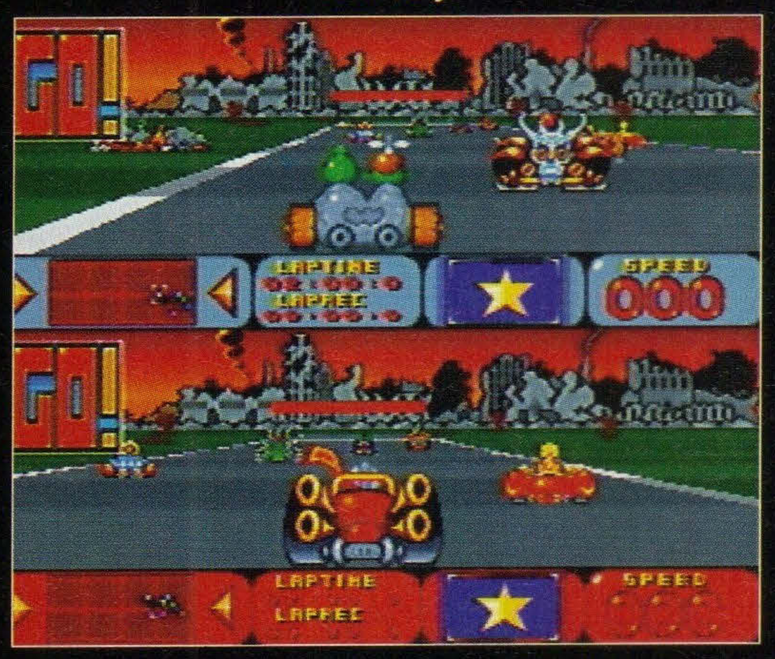
Sabre Team
Raved over on Amiga and PC, expectations are high for the CD32 version of this tactically-minded isometric shoot-'em-up inspired by the SAS. Disk versions boasted five missions including an embassy siege, ocean liner hijack and nuclear weapons lab attack. The CD32 game will have an extra two missions.
Out: May



Soccer Kid
This fun platformer is being uprated for CD32 with 13 separate animated sequences, adding up to six minutes of film including no less than 2,500 frames of animation by Catalyst Pictures, contributors to popular TV shows Round The Bend and Toucan Tees.
Out: June.

GRANDSLAM

Bump 'n' Turn
This fun, cartoon-like race game draws obvious inspiration from the SNES's *Super Mario Kart*. Lots of power-ups and cuteness plus a slick splitscreen two-player mode. The CD32 version will boast 256 colours, an extra track and slick CD-spooled intro.
Out: July.



Reunion
This sci-fi strategy game has been widely praised on PC for its stylish graphics and in-depth play. While the standard Amiga game is set for May, enhancements for the CD32 version will take another three months.
Out: August.



MICROPROSE

Impossible Mission 2049
The ancient C64 classic has been comprehensively updated with rotoscoped animation, a choice of three characters and plenty of power-ups – including a jetpack!
Out: May.

MILLENNIUM

James Pond III
Everyone's favourite fish returns for yet more platform frolics.
Out: Late May.
Pinky
Yet another platformer, but 256 colours, a slick intro sequence and over sixty levels are promised.
Out: June.
Wild Cup Soccer
Yet another World Cup inspired footie game.
Out: June.

MINDSCAPE

Evasive Action
Despite a glitchy debut on PC, expectations are still high for this one or two-player combat flight sim with the emphasis on fun rather than dreary realism. Five time periods range from WWI to SF space combat.
Out: Autumn.
MegaRace
Glorious Silicon Graphics graphics spooled off the disk provide awesome backdrops to simplistic racing action. A love/hate game on PC, it should be just as impressive on CD32.
Out: October.
Space Academy
An intriguing sci-fi adventure designed to fully exploit the CD-ROM for lots of whizzy in-game effects.
Out: December.



PREVIEWS

MIRAGE

Rise Of The Robots
An SFII clone with spectacular 3D rendered robots, Rise has been in development for two years and has now slipped another few months to ensure a spectacular, all-formats launch.
Out: October.

Adrenaline Factor
An adventure game with yet more rendered 3D graphics.
Out: Winter 1994.

RASPUTIN

Clockwiser
A fun, original puzzle game.
Out: June.

Harold The Hairy Hermit
A fairly conventional platformer.
Out: June.

Jetstrike
Twice the gameplay of the original, plus some fantastic new AGA graphics.
Out: June.

Zonked
An SF-themed platformer with a strong puzzle element.
Out: Late July.

RENEGADE

Elfmania
A SFII variant with a real visual flourish. The six cartoon-style characters include Kosken The Executioner (Monster from the Depths), Seven The Guardian (Master of the Swords) and Janika the Pirate Elf (Daughter of the Seas). Each character has their own special move and the whole game runs at a nippy 50 frames per second.
Out: TBA.

Flight of the Amazon Queen
A fun graphic adventure set in 1949 which has you playing pilot Joe King (groan), charged with protecting actress Faye Russell, battling Amazon women and the mysterious Floda organisation.
Out: TBA.

Ruff 'n' Tumble
An in-depth platformer with all the fast-action blasting of a shoot-'em-up, Ruff is an extremely promising game. Ruff Rogers himself is a 12-year-old who gets sucked into a fantasy world after venturing, Alice-like, down a rabbit warren. His quest is to defeat the evil Dr Destiny and his Tinhead Army. His weapons are, well, rather huge: Frag-ma Launchers, Lazers, Rocket Launchers, Flame Torches, Homing Rockets and loads more are on offer. The CD32 version will have 256 colours, new intro/outro sequences and Dolby Surround Sound. The Wunderkind programming team are currently liasing with Dolby Labs and Yamaha (UK) to produce the effect which, with a suitable hi-fi, will place the player right in the middle of the action.
Out: July.

Speedball 2
One of the greatest games ever is being rewritten for CD32 with loads more colours and a new intro.
Out: June.

The Sensible World Of Soccer
Every major professional team, player and league in the world, including 1,400 football teams, 22,000 real players and a world transfer market including accurate and changing player values. Plus a comprehensive management game.
Out: Winter.

SALES CURVE

The Lawnmower Man
A spectacular PC CD-ROM game much anticipated on CD32.
Out: Autumn.

SUPERVISION

Benetton Racing [Working Title]
Senna's tragic demise has cast a cloud over the whole of Formula One, but the show will go on and the winner looks even more certain to be Bennetton with rising star Schummaker.
Out: Autumn.

Fist
Based on the hit telephone RPG by Steve Jackson, this is set in the dungeons of a castle taken over by Demon Prince Kaddis-Ra.
Out: Summer.

Lovers Guide
An adult-only multimedia edutainment CD.
Out: Autumn.

Rock 'N' Roll Years
Not really a game, this multimedia package comes in two versions, one for the Fifties and one for the Sixties.
Out: Autumn.

SYSTEM 3

Flimbo's Quest
Kiddie-style platformer.
Out: June.

Myth
Stylish Greek-myth inspired hack 'n' slash platforming.
Out: June.

Ninja III
Isometric Oriental-styled arcade adventure.
Out: June.

Putty Squad
System 3's first full-price CD32 game is a fun development of Super Putty.
Out: August.

Tong Dynasty (Working Title)
A real CD32 mega-project combining SFII-style combat with isometric adventuring.
Out: Xmas.

TEAM 17

Alien Breed 2
An ambitious CD32 upgrade of the smash-hit A1200 game.
Out: October

Kingpin
A budget ten-pin bowling game Kingpin aims to recreate the fun playability of Arcade Pool with simple, but effective controls including full aftertouch. Programmer Adam Polanski has previously worked for Vector Graphics (The Killing Cloud) and Argonaut (Birds Of Prey).
Out: August.

Super Stardust
Originally due to be published by Daze, programming team Bloodhouse have now switched to Team 17 and have two more awesome games on the way for 1995. In the meantime this superb looking Asteroids game, with into-the-screen blasting bonus levels is much anticipated.
Out: September.

Racing Game
Still awaiting a proper title, this draws inspiration from the SNES's excellent Rock 'N' Roll Racing. Expect a great soundtrack, plenty of power-up weapons and an isometric perspective, albeit with smaller cars than R 'n' R to show more of the track. It's being programmed by Jamie Woodhouse who did Nitro on the Amiga for Psygnosis.
Out: November.

King Of Thieves
An isometric arcade strategy game inspired by Gauntlet.
Out: December.

THALION

Lionheart
A nice looking platformer to be upgraded for CD32.
Out: Summer.



No Second Prize
A top motorbike race game gets even faster on CD32.
Out: Summer.

TITUS

Lamborghini American Challenge
A simplistic racer with two-player splitscreen and gambling options.
Out: June.

Quik
A fun platformer based on the character from Nesquik's milkshake range.
Out: June.

Virtua Chess
Don't expect arcade-style 3D graphics whizzing about, but rather more sensibly an 'intelligent' chess tutor to teach you all about horses 'n' stuff.
Out: Winter.

VIRGIN

Beneath A Steel Sky
We hoped Virgin might convert this one last ish, and thankfully are dreams are set to come. A massive graphic adventure with a superlative plot, graphics by Dave Watchman Gibbons and brilliant gameplay make this an unmissable purchase, especially as the CD32 version will have an all new CD dialogue soundtrack.
Out: August.



Lost Eden
Formerly known as Saurus, this state-of-the-art CD-ROM title is being developed by Cryo, the French programming team responsible for Mindscape's MegaRace. Set in a mythological past where dinosaurs and humans co-exist, you're responsible for guiding your tribe across four continents in search of the plans by which citadels can be built. Strategy gameplay is mixed with stunning animation sequences rendered in 3D Studio.
Out: November. □

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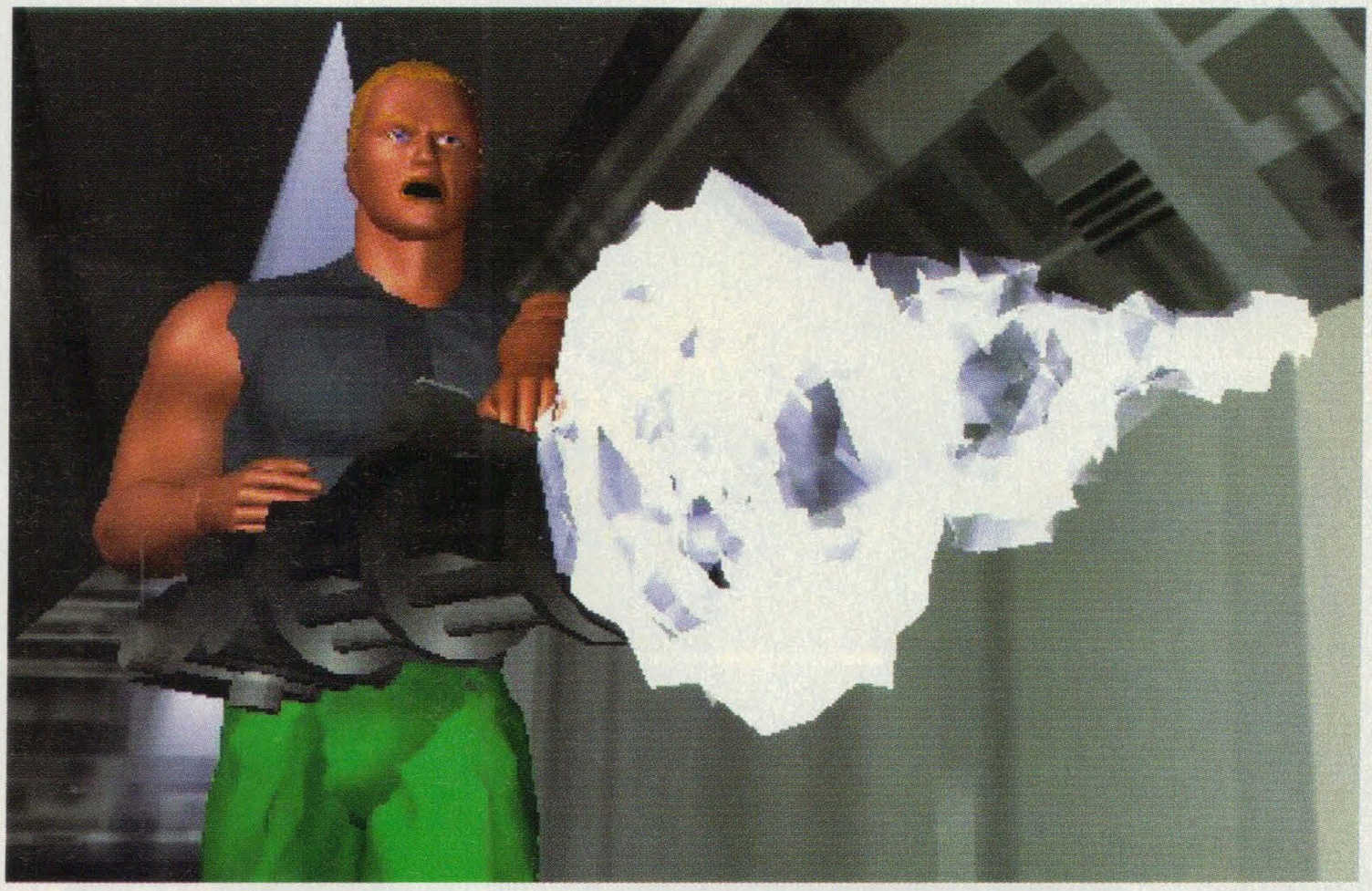
Alien Assault

The *Alien Breed* series of games has enjoyed phenomenal success on the Amiga. Massive demand for the original led to a *Special Edition* just to fill in the gap before the sequel appeared. That promptly rocketed to the top of the budget charts and stayed there for a record-breaking 33 weeks! The CD32 version will be Team 17's first attempt at seriously exploiting the CD's potential. *Stuart Wynne* spoke to the men behind the scenes.

Somewhere in our collective unconscious HR Giger's aliens are breeding quite ferociously, the aptly titled *Alien Breed* being undoubtedly the most savage and successful of this blood-splattered brood. The original game had a pair of Inter Planetary Corps troopers crash-landing on an isolated research station. An epic battle was to follow, carrying through to the *Special Edition* and, nine years late in game time, a full blooded sequel with an entire Federation Colony now under threat. The original two man team is now joined by two aliens which can be selected in their place. Although single player play is top notch, the game plays best in simultaneous two-player mode.

All the *Breed* games owe a big debt to *Gauntlet*, it's the same overhead perspective maze cum blast-'em-up style. The sequel, however, downplays the emphasis on keys for a much more intense arcade feel. Right from the moment the dropship leaves you, the alien assault is constant and unending. While searching for keys and the exit, you can make use of computer terminals to access beautifully drawn datascreens from which to upgrade weapons, buy special equipment and read mission stats.

Alien Breed 2's success has resulted in the production of a *Tower Assault* special edition, and the CD32 version will be an ambitious combination of both games, all wrapped up in Silicon Graphics presentation with a CD-specific intro sequence...



Martyn Brown is the surprisingly young head of Team 17, during a quiet moment at the ECTS he took time to explain both the reasoning behind CD32 *Alien Breed II* and the company itself.

Why CD32 *Alien Breed* II?
"There's so much demand for it. Commodore asked us to do it before Xmas (1993) but we didn't want to just port it. We wanted to go completely over the top with it. There's animated Lightwave stuff for the intro and outro, forty more levels, and five new monsters when there was just one of a reasonable size before. The game will have three games to it, all intertwined to give you maximum choice. It's going to be far bigger and better. We want to fill the CD up! And that all takes time."

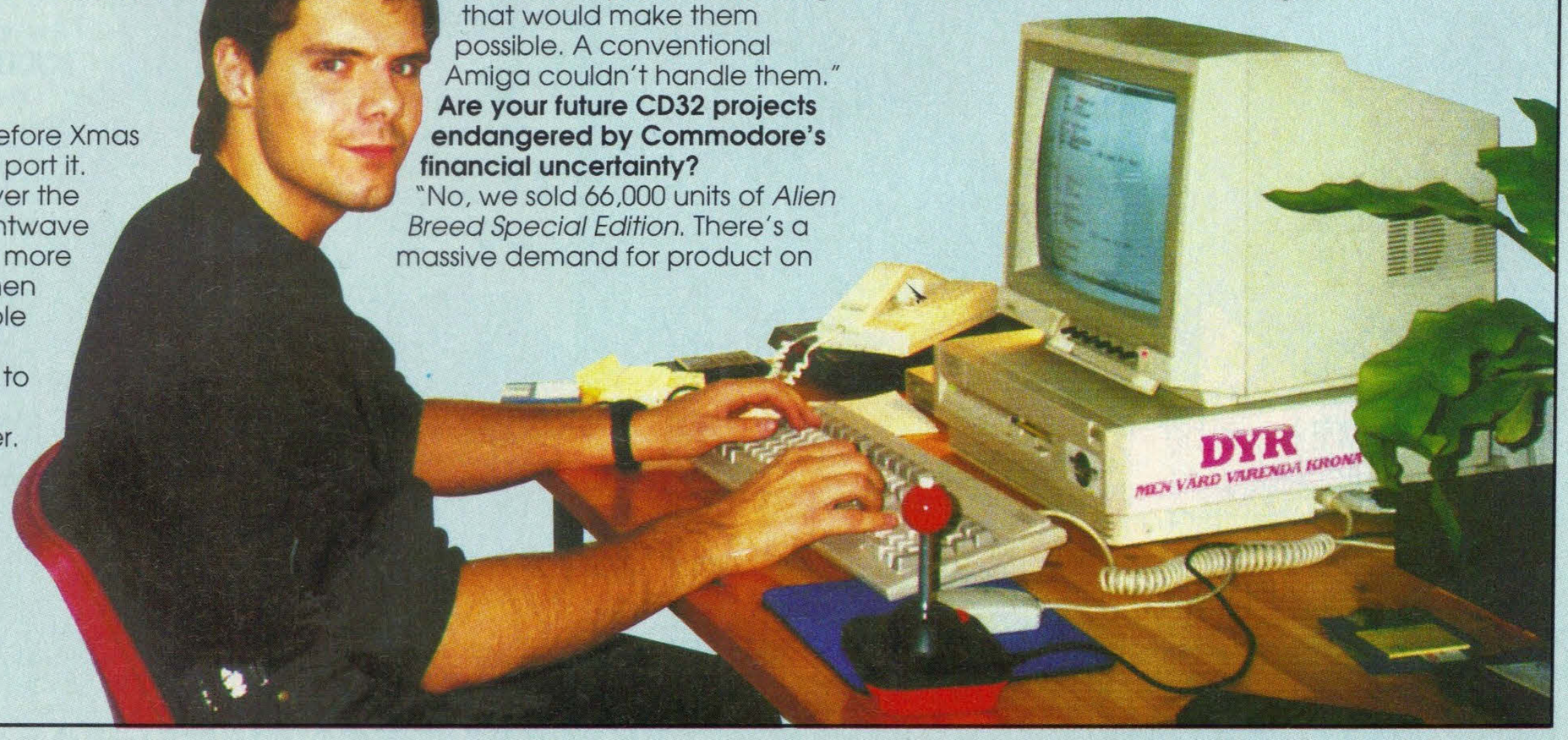
Will there be an *Alien Breed III*?
"No, this is going to be the last one and we want it to go out with a bang. We want it to be remembered."

What was it like programming the CD32?
"It's fine. We had so much raster time it's unbelievable. We had to take four creatures out because otherwise it was unplayable! The CD32 is a nice bit of kit. We're currently working on two to three PC games which might only be converted to the CD32, the machine's chunky planar (Akiko) chip is the only thing that would make them possible. A conventional Amiga couldn't handle them."

Are your future CD32 projects endangered by Commodore's financial uncertainty?
"No, we sold 66,000 units of *Alien Breed Special Edition*. There's a massive demand for product on the Amiga."

Have you any plans to support FMV?
"No, not yet. The FMV has only just been released so we'll wait and see about that."

The way Team 17 operates seems very unconventional. Do you consider yourselves Socialists?
"No, we just do it the way we think it's fair. Some American once said people work with us, not for us, and I think that's the right attitude. People enjoy working for us."



Towering Talent

Although Stefan Boberg is handling most of the CD32 conversion work, the Alien Breed games were originally produced by coding genius Andreas Tadic and graphic artist Rico Holmes. We spoke to Rico about the series.

How did a Doncaster lad end up in Sweden?

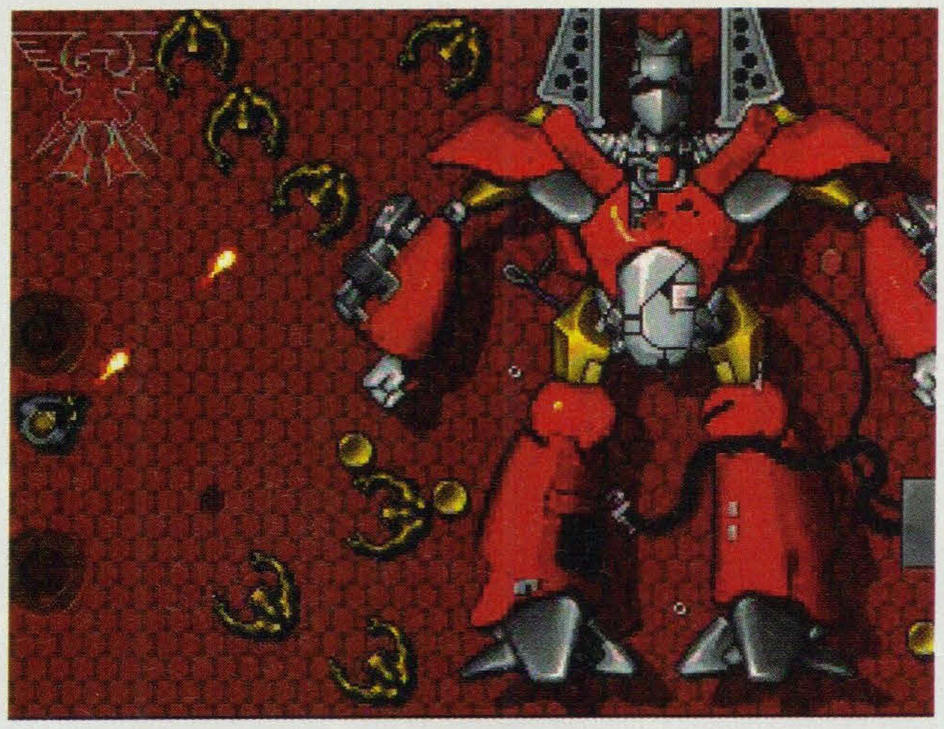
"I met Andreas over the bulletin boards and we started to work together from that. After a while I went to visit – party on! – and I met my girlfriend so I decided to stay."

Why do you think Sweden produces so many good programmers?

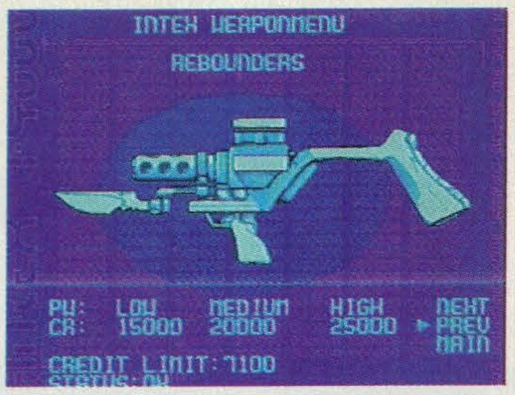
"I think it's because the new generation have less to do outside the home. There's not many youth clubs or anything, I'm talking 13-18-year-olds here, and they have a lot more time at home. More time, more dedication."

What do you think of CD32?

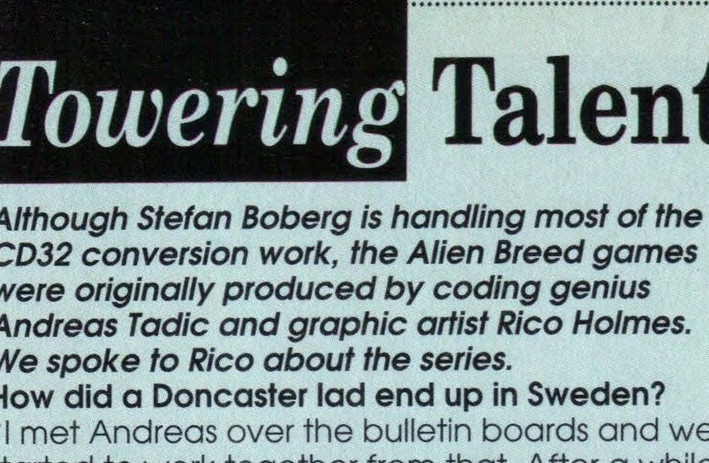
"Well impressed. There was a show on in Malmo and I was really impressed by the FMV module. I liked the look of that a lot. It's just a shame there's not much software. Not here anyway, in Sweden there's plenty of demand but getting machines or games is difficult."



The CD32 game combines *Alien Breed II*, its *Tower Assault* upgrade and some entirely new levels such as this rather snazzy one.



Besides offering lots of lovely power-up weapons and vital information, computer terminals boast some absolutely splendid graphics complete with a dreamy rasterline ripple.



Rico Holmes (left) and Andreas Tadic enjoy some traditional, Yorkshire entertainment at a pub near Team 17.

What paint packages do you use?

"Anything I can get my hands on! A little bit of everything basically. I find almost every paint package has one special feature which is worth using. For in-game sprites and backgrounds I generally use *D-Paint*. For the presentation screens *TV-Paint*. I'd prefer to use *Opalvision*, but the programmers haven't done a version which is compatible with my new A4000 set-up yet."

Were you heavily influenced by HR Giger's work for *Alien*?

"The aliens themselves are obviously inspired by the *Alien* movies, but the actual backgrounds are how I always envisaged *Paradroid* should look. I really loved that game."

What games had you been involved with before *Alien Breed*?

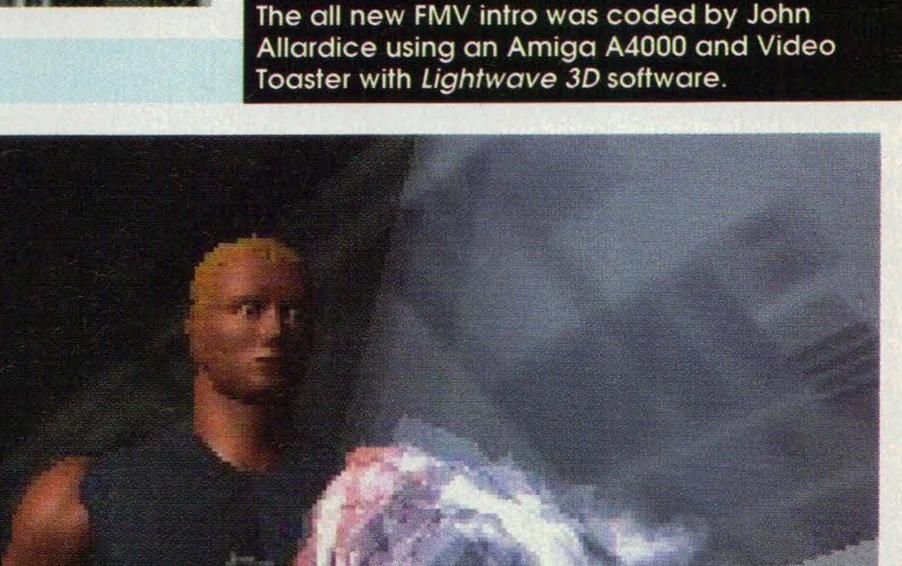
"We'd done some PD stuff, we did *Miami Chase* for Codemasters on A500. While we planning our next game I came up with the basic idea for *Alien Breed*, it's my baby, and eventually we decided to go with it."

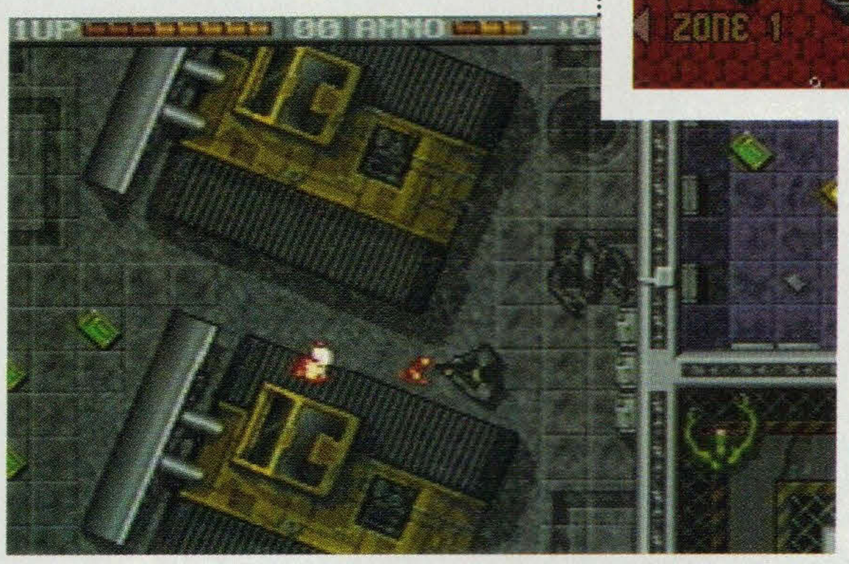
What enhancements will you do for CD32 version?

"I'm doing one new set of level graphics for *Tower Assault*, which will mainly reuse existing graphics for new map layouts. Stefan Boberg is handling most of the new graphics, such as the boss monsters, and I like his stuff. Usually I'd be wary of another graphic artist contributing, there might be a real clash of styles, but I think we're actually quite a good match."

Why didn't you do boss monsters for the original game?

"People expected them! Originally I was going to do some, but it's like the old debate over parallax scrolling. You do it because everyone expects it, but because they expect it they're not that impressed by it and you sacrifice a lot to get it. However, I do like the ones Stefan are doing." □







The all new FMV intro was coded by John Allardice using an Amiga A4000 and Video Toaster with *Lightwave 3D* software.

The Likely Lads

A (sickeningly) Sweet Story Of Success

When Amiga owners gather together one forever popular topic of conversation is how, if they just had the money, they could run a software house that would outsell any of the hype-fuelled, licence-obsessed corporate giants. Their software house would just concentrate on solid gameplay, pushing the Amiga to the max rather than just getting by with minimum effort, low cost conversions. The programming teams would come from all those bright, Amiga-specialist demo geniuses and they'd work their guts out because they loved the Amiga so much. But they'd also get paid fairly, a big royalty percentage to make up for the fact they wouldn't get much advance from the company. A company like that would storm the sales charts...

In 1991, twenty-four-year-old disk magazine editor and part-time programmer Martyn Brown got together with business entrepreneur Mike Robinson (39-ish) to put the dream into action. Maybe they weren't your average Amiga owners, but they followed that same dream plan all the same. First, there was the PD and Shareware company 17bit Software to build up money through Amiga-specific demos. When this was successful, the software house was launched with beat-'em-up *First Contact* as its first, budget-priced release. Also on the disk was an ad for the full price game to come – *Alien Breed*.

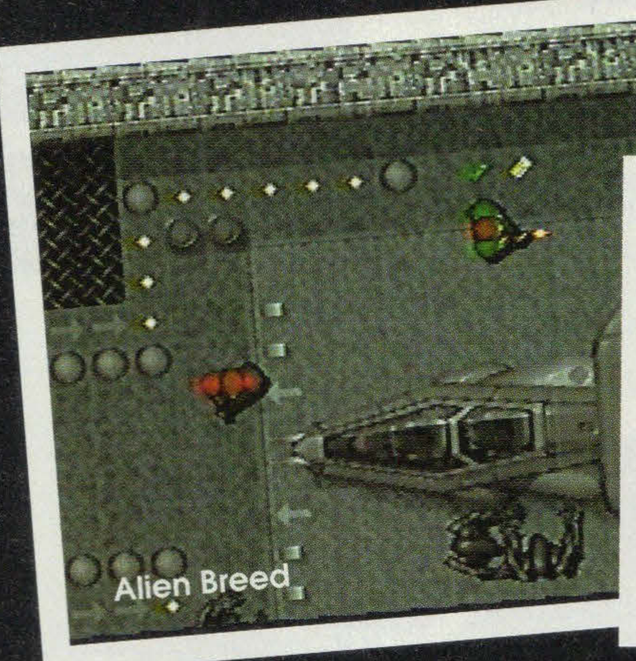
This *Alien*-themed *Gauntlet* variant promptly rocketed up the charts, word of mouth passing on the message: here was no-non-sense, fast-action gameplay by programmers who really knew how to use the Amiga. And no sooner than the money came in than it was invested in more games with *Project-X* being acclaimed the best shoot-'em-up of 1992. Then when the time came to rerelease the games on budget, they did what we'd all do – but corporate giants never dream of – namely upgrading and tweaking the games into Special Editions. Newcomers could get an even better, cheaper game while fans


Alien Breed

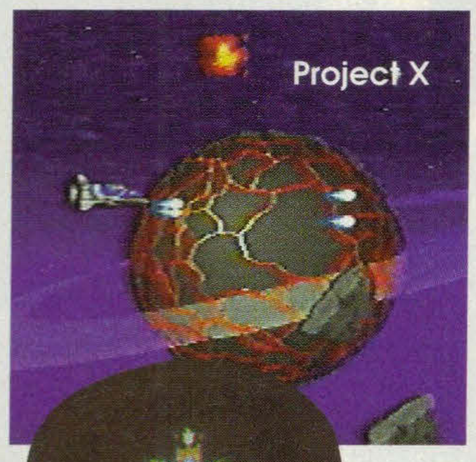
could get their fave game made well nigh perfect. As the dream would predict, *Alien Breed Special Edition* promptly set new sales records.

Once the CD32 arrived, Team 17 met instant demand not with full-priced port-overs like corporates, but instead did value for money double packs. Now they're getting ready to a full-blown CD32 title it comes as no surprise to find *Alien Breed* once more spearheading the Team 17 release schedule.

□ SSW


Alien Breed




Project X

F-17 Challenge





CD32 ALIEN BREED II PROGRAMMING TEAM

Project Manager: *Martyn Brown*
Source Coding: *Andreas Tadic*
Graphics: *Rico Holmes*
Additional Coding & Graphics: *Stefan Boberg*
Sound: *Allister Brimble*
Intro Sequence: *John Allardice*

Andreas Tadic considers whether all Swedes are boring, responsibly eco-friendly types.

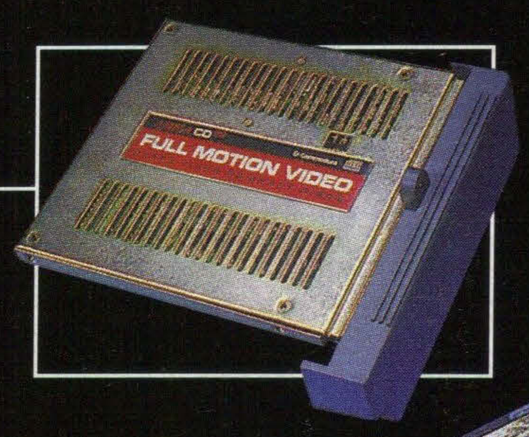
competition

HEAVEN 17!

1 £200 FMV unit + 2 movie CDs and 1 CD32 copy of *Ultimate Body Blows* + 5 runners up prizes of *Ultimate Body Blows*

To celebrate the success of their latest release, Ultimate Body Blows *(as well as their brilliant* Arcade Pool *and* Superfrog*),* Team 17 *are rather generously giving away a Full Motion Video thingum (a doobrie that lets you play shiny disc movie things) plus two shiny things themselves (maybe* Star Trek IV *and* Patriot Games*) as well as a copy of their Gamer Gold smash itself,* Ultimate Body Blows*! Not content with all this spending, they've also given us a generous five copies of their huge beat-'em-up as consolation prizes. No mean consolation prize, I'm sure you'll agree.*

Of course if you don't win, it shouldn't be too much hardship to pop down to the shop and add your tuppence worth to Team 17*'s swelling bank account, but enter this competition first. It's bloody easy and it's always funny when we read the wrong answers...*





93%
AMIGA CD32 GAMER





So ...*the question is, which* Team 17 *game have I played the most this month? Clue? It rhymes with fool... Pop your answer on a postcard with your address to*

AMIGA CD32 GAMER
TEAM 17 COMP
PARAGON PUBLISHING Ltd
DURHAM HOUSE
124 OLD CHRISTCHURCH RD
BOURNEMOUTH
BH! 1NF

TEAM 17



got one of these?

then get this

MEGA POWER

battle corps

play the first huge stage of Core Design's stunning shoot-'em-up!



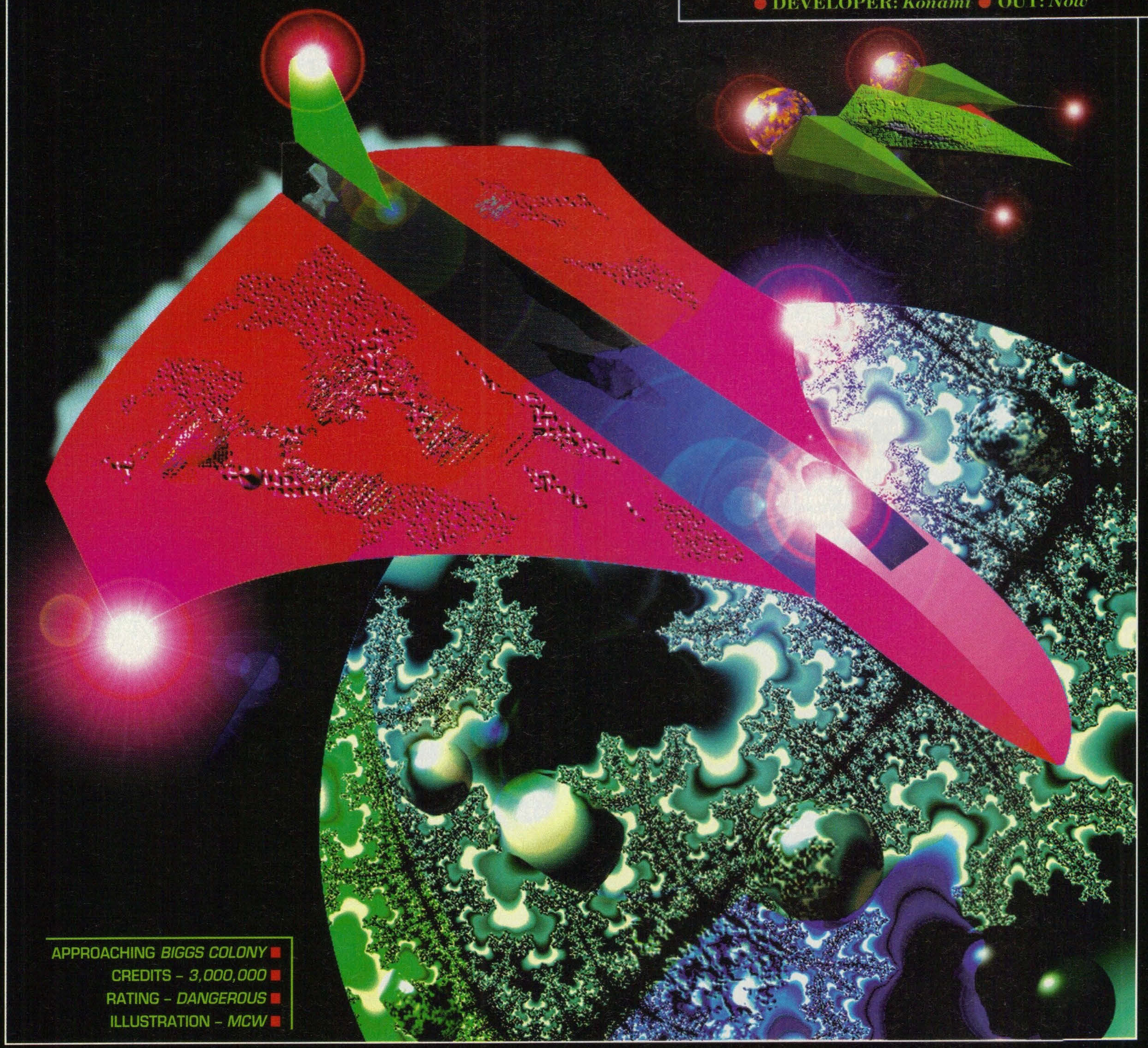
mega power 11

on sale may 19

FRONTIER
ELITE II

Your grandfather has died and bequeathed you one small spaceship and 100 credits to do with as you will in the year 3200... trade, mine, shuttle or hunt. On both the BBC and PC, *Elite* was *the* game of the 80's, but now it's been toppled... by *Frontier – Elite II*, which has been 5 years in the making.

● PUBLISHER: *Gametek* ● PRICE: *£29.99*
● DEVELOPER: *Konami* ● OUT: *Now*



APPROACHING *BIGGS COLONY*
CREDITS – *3,000,000*
RATING – *DANGEROUS*
ILLUSTRATION – *MCW*

review

GAMER GOLD

Despite the glowing reviews this has had on A1200 and PC machines, don't expect to be able to just pick up the pad and play, because you'll have a short game. As something of an *Elite* aficionado on the C64 all those years ago, with an impressive rating of 'Below average', I figured on being able to dispense with the three weighty manuals accompanying the CD and just get flying. Pirates and Federation police beware, I'm an *Elite* expert! It didn't happen that way though. I found the launch icon and admired my snub-nosed, Eagle Long Range Fighter rising above Sirocco Starport, plumes of smoke breathing over the deserted station. Flicking from rear, front and behind views I could see both the station receding behind my chassis and the pink sky of Merlin enveloping me ahead. Unfortunately, I'd neglected to gain permission from the Starport's control tower, and warnings soon flashed over the monitor of my illegal take-off procedure. Not knowing whether to land or run, I stabbed my fire button by mistake and a crisp beam from my puny pulse laser crackled over the Starport hangers – from where a sleek police ship was already ascending. I powered up the speed of my craft, only to be warned that my undercarriage would be ripped off if I didn't raise it. Seconds later the combination of accelerating too quickly whilst over-steering sent me into a stomach churning flip. The last thing I saw before hitting the ground – upside down – was the police ship hovering at a distance, two slivers of red energy spitting from its gun mount.

Frontier doesn't simply add some new graphics and a few new gameplay gimmicks, it's a fearsomely well thought-out evolution of the brilliant original. Vast communications networks constantly monitoring your every action. Police ships have much better rap sheets on your past – pirates and smugglers are all quickly identified and their bounty value altered immediately according to their latest activities. The universe seems much larger but even more densely packed, and whereas in *Elite* it was pretty easy to be inconspicuous as you traded for money to power up your ship, in *Frontier*, everyone seems to be after you from the word go.

The most significant advance in *Frontier* is in the sophistication of the trading element. Each and every port has full socio-economic reports detailing the local population, what goods are most sought after and what local hostilities you may face. This makes trading much more interesting and involving – which is useful since earning money is vital for upgrading your ship. There are, however, other ways to turn a profit. The twelve or so missions reserved for top pilots in *Elite* has been expanded to hundred, a dozen or so available at each port. Most missions involve shuttling various packages, everything from slaves to military hardware, between the stars. Each prospective client can be quizzed quite thoroughly and the fee bargained over, but many missions involve a lot more than is at first apparent. No one seems too keen on telling you the truth, and apparently innocuous parcels often put you into confrontations with any one (or two) of the three major fractions; the Federation, the Empire and Independents. Even more interesting missions require a bigger ship with more cargo space or a variety of more powerful, persuasive weapons.

Assassination briefs are numerous but require a hyperspace Cloud Analyser (which can determine the time and entry point of a craft currently in hyperspace).

In fact, combat has gone through just as thorough a reworking as trading. This time around there's much less playing *Star Wars*, space combat becoming fearsomely realistic. Just passing planets at high speed isn't that easy, as large planets exert a big gravitational pull, dragging you off course if you're not careful. Chasing enemy ships is even more difficult with full inertia complicating everything. I usually either kept relatively still to accurately track enemies, or jetted around in circles while trying to wiggle the target into my crosshairs. It's tricky as there's so many terribly advanced weapons to waste you in an eyeblink. If you're not tooled up with Homing Missiles, Naval ECMs, Plasma Accelerators and Energy Bombs, it's just not worth fighting, particularly in the rather ill-equipped and fragile craft you begin your mission with. Unfortunately, a lot of the time, you don't have much choice...

The overall game's enhanced realism means it's a lot more difficult to get into than the original. Built-in docking computers and a choice of three start positions hardly compensate for the wealth of daunting menus and sub-menus. You really do have to learn how to fly your spacecraft and to begin with it's all very frustrating, as it's so easy for passing strangers to pick you off at any time. And they do. Also, the whole process of preparing your craft, buying goods and plotting your destination takes time and care. But this effort makes it all the more enjoyable when things come together. It's immensely satisfying locking the auto-pilot to your destination planet and watching your craft slowly ascend, break through the atmosphere and then warp through space. The fear is genuinely spine-tingling when your hyperspace jump is blocked by a nearby ship tracking you, as you're forced to continue at normal speed. The enemy ship begins to follow and more often than not your ship will end up trashed in a single attack, just minutes before you could've docked. Perseverance and planning pay in the end though, and the compensation is that when you do start to make money, the vengeful souls amongst you may decide to wage war on everyone in the solar system who's smaller than you. It's up to you and that's the game's chief appeal.

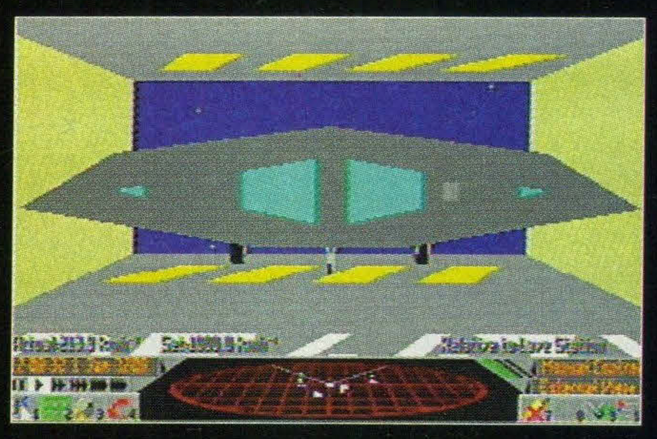
Frontier offers practically a limitless array of ways to make money, from trading narcotics to becoming a pirate, wasting traders and then pillaging their debris with your energy scoop. A rather more leisurely method is planting a mining machine on an asteroid, returning periodically to take away the valuable ore. But once you've earned enough for a decent ship, most players will be tempted away from trading to chase the lucrative bounties posted at every spaceport. If only you can murder the right person...

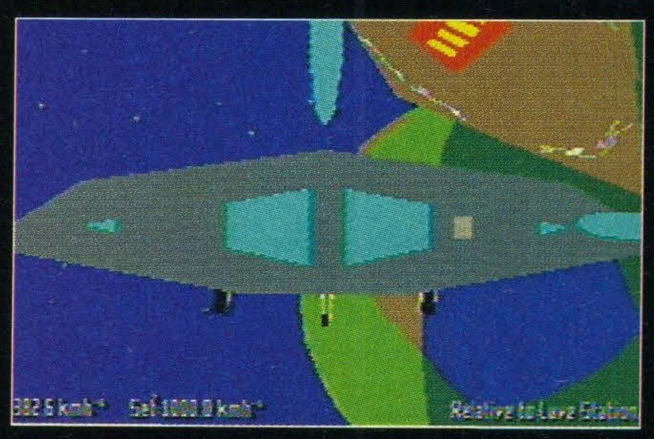
Frontier is simply a treasure trove of wonders with amazing scope – you can even hire crew for the larger spacecraft. In fact, the only missing feature are *Elite*'s amusing, reverse control side mounted guns, apparently outlawed due to the amount of thoughtless damage they caused when rashly used by unskilled pilots...

There are a few downsides to this conversion, however. While initial reports suggested the game might be uprated for CD32, the reality is a straightforward port. It's something of a joke for a CD machine to be burdened with such horrendous music, while the promised texture mapping is conspicuous by its absence. This is probably for the good though, screen updating even with minimal detail is still somewhat jerky which makes space battles somewhat tricky. With several ships on screen the slow-down is poor, but by comparison with the A500 version it's lightening fast and you soon stop noticing any jerkiness when you're engrossed in gameplay.

The controls are also a little tricky to get used to – the immense amount of information packed on screen, especially if you've selected HUD info for all local planets, can be confusing even on a decent monitor – and getting used to the joypad shortcuts takes time.

This is nit-picking though. Some of the graphics are quite stunningly atmospheric, with each new landing, be it inside an enormous space station or on a sullen, barren starport, invoking real excitement. There is nothing that compares to this game in scope or freedom, and with so many rival consoles offering, at best, all show and no go wallpaper games, playing *Frontier* reminds you why you actually got into computer games, and why the CD32 has a chance of winning a few console wars over the next year...This is a stunning game. But if you've got a job or a purpose in life, don't buy this, because both will be abandoned in favour of *Frontier*. ■ *MCW*



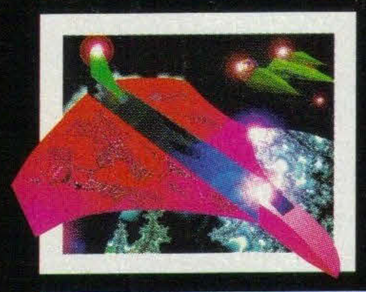




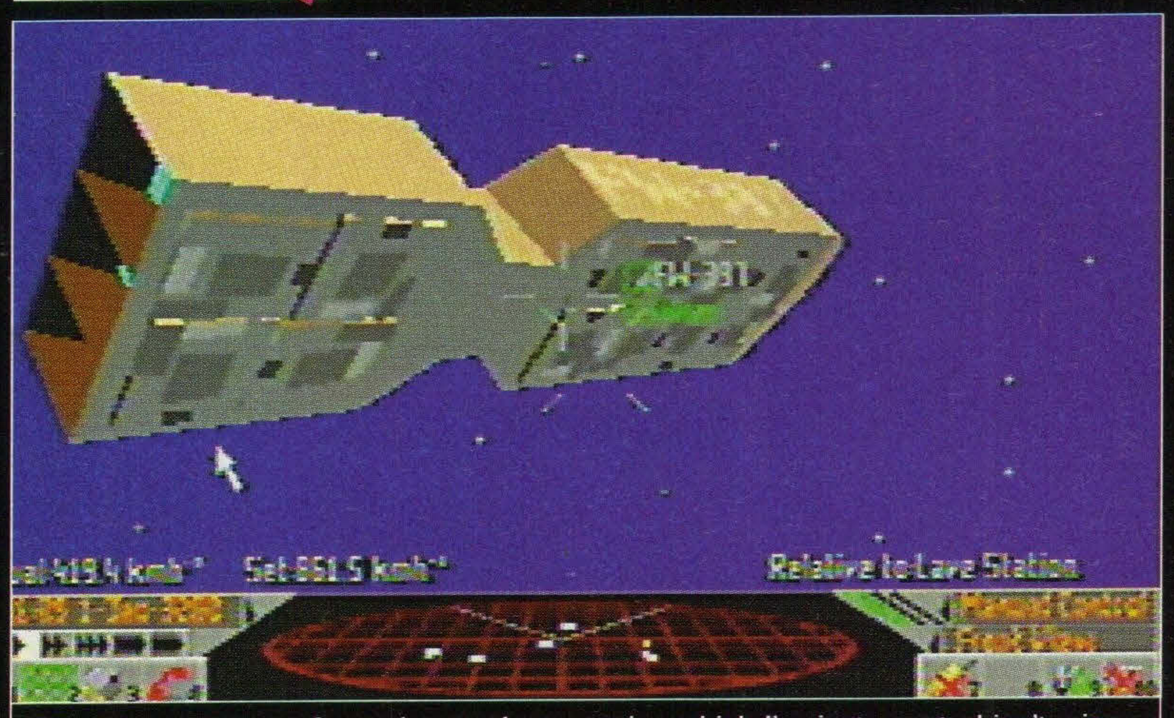
Launching from a space station is an exhilarating experience in itself, with a rear view providing a delightful shot of the brown station spinning away. Once out, it's just a case of locking onto a destination and engaging autopilot, unless an unfriendly craft is visible on your scanner...

FRONTIER ELITE II



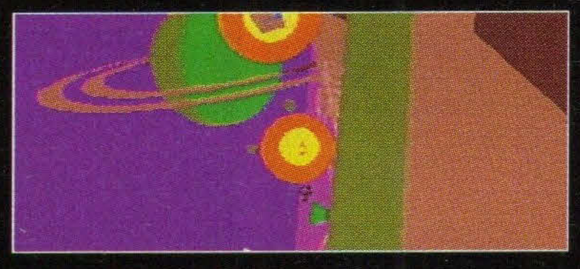


"There is nothing that compares to this game in scope or freedom... playing *Frontier* reminds you why you actually got into computer games..."



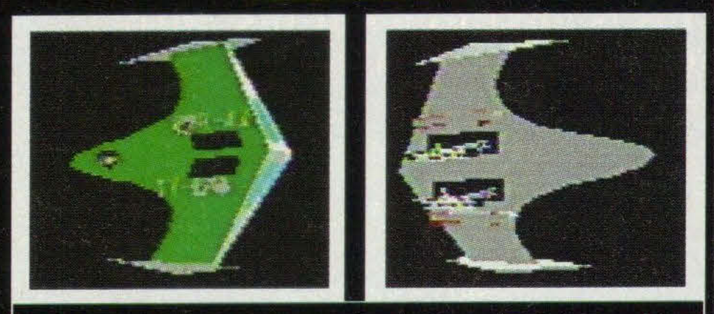
Targeting on any craft so close to Lave station which I've just vacated isn't wise. One shot, even if it misses, will have police vipers circling. Below left, a rear view over the back of your ship, revealing the port you've left. Below right,a scrap with Federation Police on Lava leaves me crumpled on the planet surface.



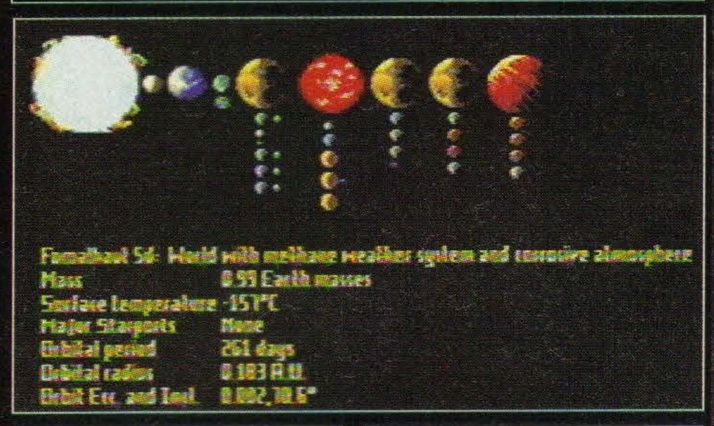




ATTRACT Mode

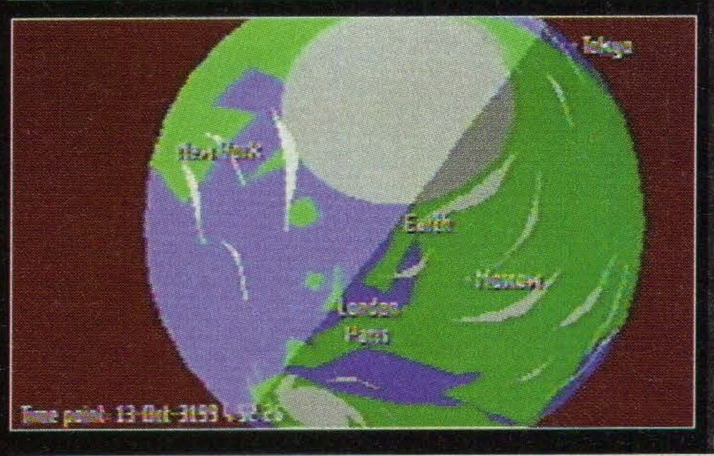


Top and bottom of your Long Range Fighter. It's slow, it's poorly armed and it's all you've got.





Above left, the mug you never want to see, a Federation police person. No compromise. Above right, a Lava representative offering you a huge array of goods to buy. Below, the planet you just have to check out, Earth. Tokyo or Paris?





Profile

1 PLAYER
1 SKILL LEVELS
✓ SAVE GAME
✓ CD32 ENHANCED

Faster than the A1200 version and many more colours.

PROS: Stunning visuals, masses of atmosphere, excellent instructions (novellas, star map, gazetteer) and a host of new weaponry, locations, people to trade with and brilliant special missions to make this the most absorbing game around. It's great value.

CONS: A shame we couldn't have the texture mapping from the PC version.

GRAPHICS

SOUND

GAMEPLAY

95%

review

This may be yet another unimaginative *R-Type* clone, but with bells, whistles and a Christmas tree's worth of decoration who cares? This is anything but instantly disposable, providing the kind of moronic, addictive action that few can resist.



***D**isposable Hero*'s sombre intro provides little preparation for the non-stop action which is to follow. As one of the D-Heroes of the title, you begin with a weedy, slow-firing spaceship that seems drastically under-powered to take on the enormous array of stylishly designed and animated enemies that descend on you immediately. Fortunately, the enemy landscape is dotted with cylinders containing blueprints for weapon upgrades. Once collected their info is transmitted to friendly factories, stop off at one and the power-up process begins. Besides the normal orbital, double and triple-fire specials there's powerplant upgrades – so you have enough energy to drive new weapons – and even new ships. All this soon becomes absolutely necessary as the screen turns claustrophobic with the abundance of alien killing machines.

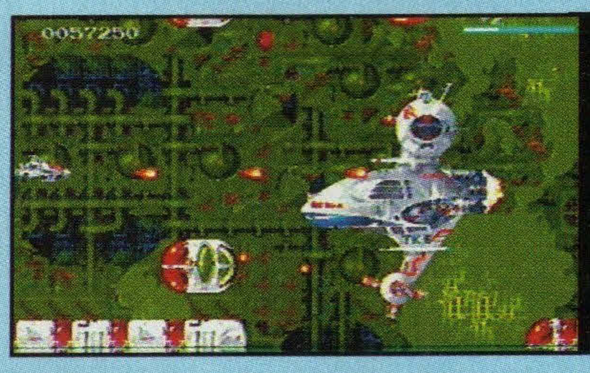
There's no pretending that this technophile power-up element of *D-Hero* is a large or significant strategy side to the game – biggest is always best, and most is never less than essential – but it does make collecting the blueprints vital, forcing you to grab them at every opportunity. And although the enemy attack patterns are identical every time you play, so much is happening so quickly it doesn't matter. As with all the best games of this type, learning the enemy attack waves to get thorough with maximum efficiency and maximum kills adds a great deal to the satisfaction factor of the game. It's a shame though, that wave destruction bonuses aren't available, but this doesn't stop you trying to wipe everything out that moves.

Besides the great game mechanics there's some pretty fancy graphics. Swooping alien spaceships are supported by crunching ED209s that stomp through rivers, cannons firing, to morphing creatures that shimmer and mutate even as they circle you for the kill. Excitement is further heightened by the fantastic sound effects that accompany these baddies, some uttering strange, animalistic screams as they attack, or creating brilliant, reverberating echoes as huge, metallic beasts lumber towards you, sometimes filling half the screen with their bulk, yet never once slowing down the screen.

The game is split into five big levels, each a distinct world with graphics ranging from electronic retrofitted islands to Giger-inspired blood splattered caverns that could be the innards of some huge beast. On level two, huge bell jars must be blasted, their insides populated by writhing, translucent forms. Many of the enemy mutoids which whip and coil their forms around you offer supremely satisfactory death routines when blown away, blood spurting and limbs flailing, severed tendrils waving forlornly as you pass by – there's as much blood as *Mortal Kombat*.

D-Hero has been impressively tweaked from its A500 origins, a superbly produced side-scrolling adventure, guaranteed to seduce anyone, and leap-frogging Team 17's *Project-X* to become the best blaster around. Obviously, this type of brain dead action wears a bit thin quicker than most games, but the panache, visual sumptuousness and superb playability guarantee that you'll come back for short patches of Armageddon time and time again. At least until the CD32 shows what it can *really* do. □ *MCW*



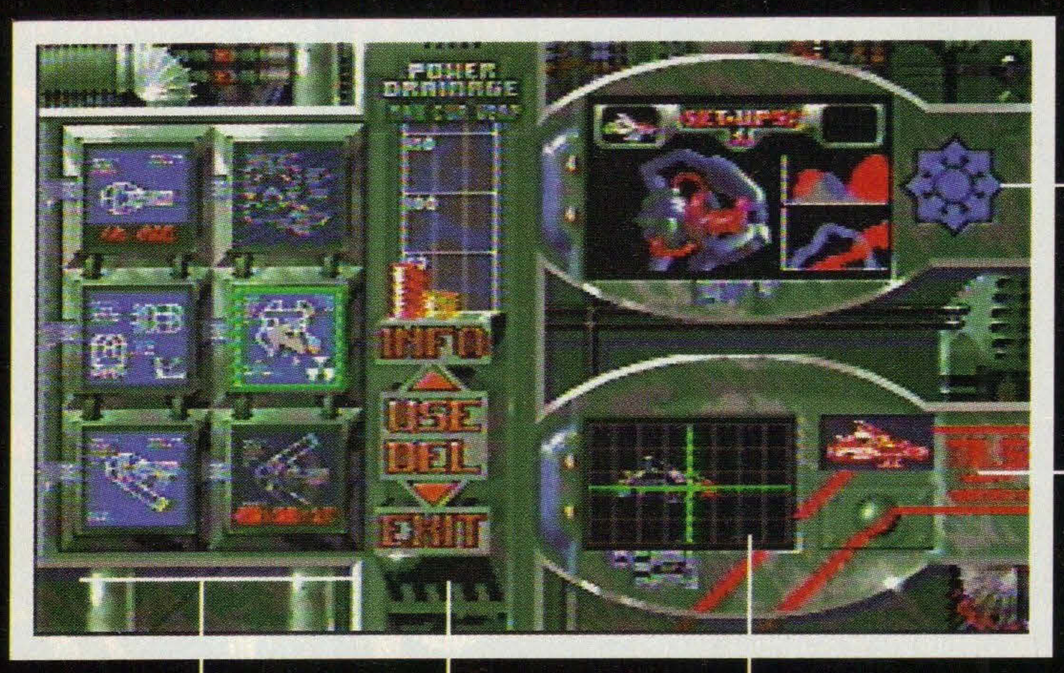


Left, an early level one guardian makes a typically dramatic appearance, the whole screen slowing to a standsill as the huge space-craft rises from a river, its reflection perfectly cast.
Right, your average CD32 game intro. Nice.



COMPLETE Control





Detail on highlighted special weapon and direction of fire

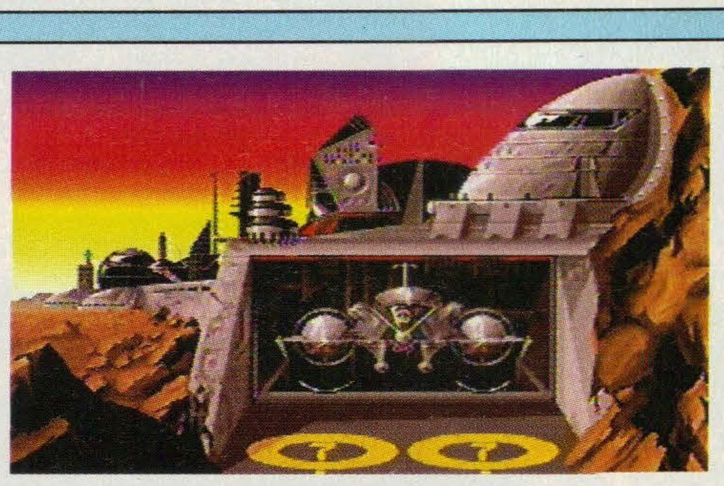
Select more powerful ship (if enough blueprints collected)

Available special weapons

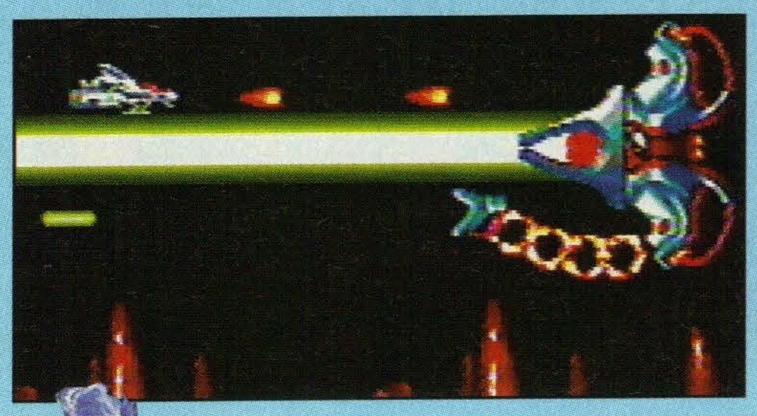
Selection & power

Position weapon mounted on craft





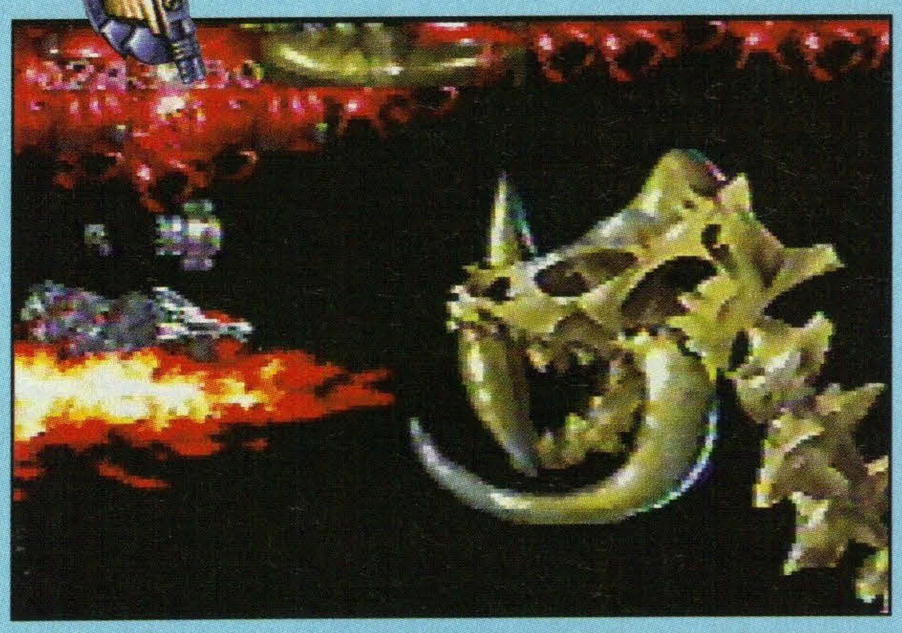
DISPOSABLE HERO





"*D-Hero* has been impressively tweaked from its A500 origins, a superbly produced side-scrolling adventure, guaranteed to seduce anyone..."

● PUBLISHER: *Gremlin Graphics* ● PRICE: *£29.99*
● DEVELOPER: *Euphoria* ● OUT: *Now*

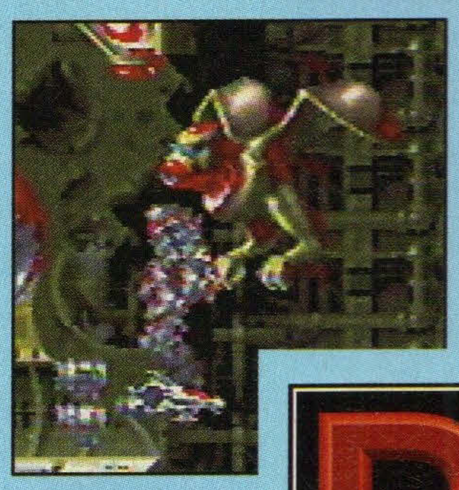


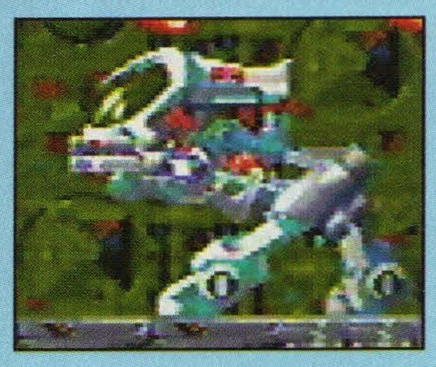


Above and left, despite the enormous amount of firepower I've collected through the levels, including the brilliant, top-mounted cannon, this level two monster has sent me smoking to the ground. As well as laser firing eyes, this monster also has rather explosive breath.



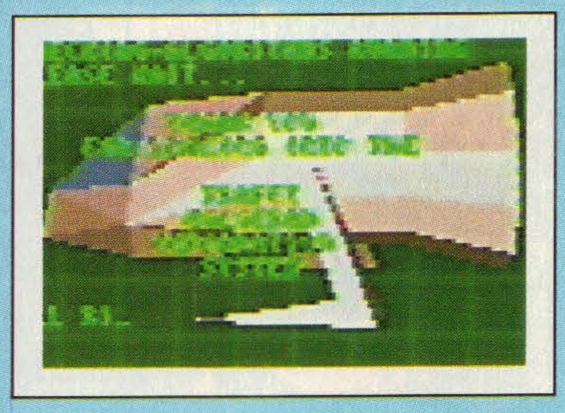
Above, this is one of the first guardians on level one to really pack some firepower. As well as a swivelling machine blaster it's got side-mounted missile launchers.

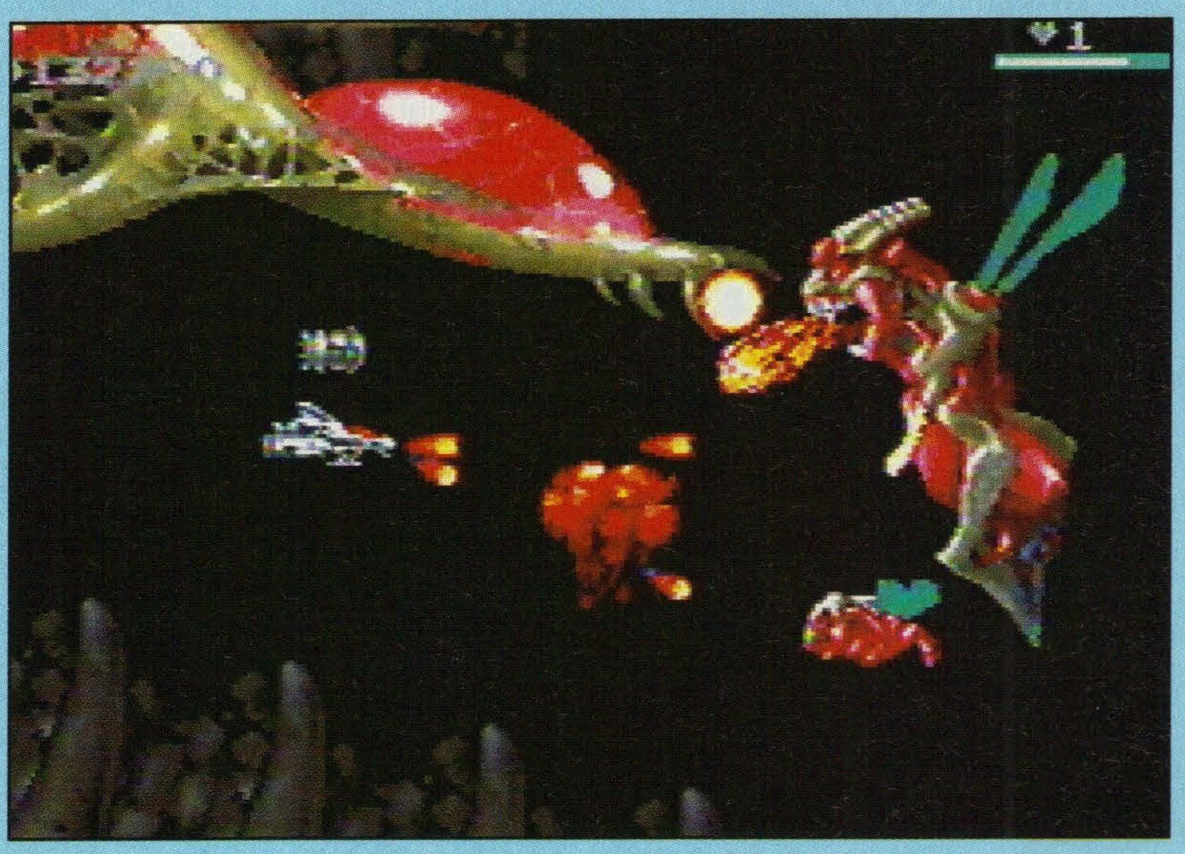












Profile

1-2 PLAYERS
3 SKILL LEVELS
✗ SAVE GAME
✓ CD32 ENHANCED
Nine, excellent CD tracks, no slow-down, loads of colour...

PROS: *Disposable Hero* is the best side-scrolling blaster available on the CD32, with brilliant music and sound FX, great graphics and tons of playability. Masses of action.

CONS: It's not going to have you scratching your head, and battling through early levels can get repetitive. Passwords would have been a big help on this big game.

GRAPHICS
SOUND
GAMEPLAY

85%

review

DONK!

Supervision's *Donk! The Samurai Duck* has all the ingredients of a great game. It stars a duck (cute, instant audience recognition), boasts an ecological storyline (collect gems to protect the world's atmosphere) and features that most popular of pastimes, sword fighting (samurai style). All right, it's got nothing going for it really, but it doesn't *have* to be all bad... does it?

● PUBLISHER: *Supervision* ● PRICE: *£29.99*
● DEVELOPER: *The Hidden* ● OUT: *Now*

I won't embarrass the producers of this game by repeating their pun filled, laugh an hour storyline, preferring to summarise that you're a sword wielding duck who must hop around 112 levels split into 10 worlds, collecting a set number of jewels, whilst avoiding all manner of meanies. You are a sprightly, nippy duck, and a spin attack is available to splice any menacing meanies. But the chief difficulty is avoiding pools of water (for samurai ducks can't swim!) and protruding spiky, killing things.

Each maze consists of about 20 smooth scrolling screens, and if it all gets a bit too confusing, there are terminals here and there that give you access to a level map. A counter tells you how many gems must be collected, and once that reaches nought, the screen is bathed in red light and you've just 60 seconds to find the exit. Some levels have several exits and finding the right one (to skip non-essential screens) can be crucial.

Happily for Donk, there are a variety of power-ups available that can be selected via the top left and right buttons, then implemented through the control pad. These powers include Egg Shell Shields, Egg Smart Bombs and the ability to float. Donk can also duck (groan) and transform into a stationary rubber duck (tee hee)!

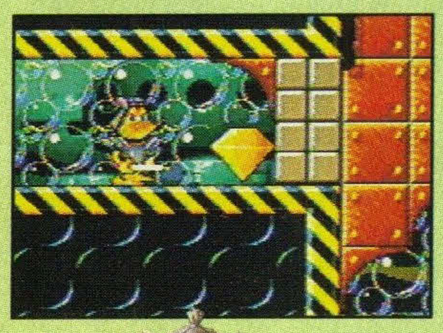
In theory, it all seems okay, but in practice, *Donk* fails to live up to its promise. Sprites are so large that avoiding lethal bombs from the skies is nigh on impossible, while Donk's spin attack is less than precise. The early maze graphics are weak, with no distinction between platforms which can be stood on and those which can't. This turns gameplay into a bit of a farce, especially when the red emergency filter comes on. Another annoyance is that when you die, temporary invulnerability is shown by a badly implemented flashing effect which adds yet more confusion.

Possibly the worst part of the game is the attempt to exploit the CD-ROM Drive with interlevel animated sequences. Not only are these sequences poorly animated and completely irrelevant to the action, they last ages, emphasising rather than disguising the incredibly long (55 second) disc accessing pauses. The slogan of *Let's Go* seems wildly inappropriate, nay, wilfully sadistic as your eyes dully lose focus on that blinking orange light and thoughts turn to the kind of feathers that stuff pillows...

Where the CD does come in useful is for some well done sound-tracks, whilst later levels do improve significantly, both in design and playability, boasting some nice parallax scrolling backgrounds and much more imaginative surroundings than the earlier, machine-like interiors. Later sprites are quite good too, although occasional end-level sprites are less than awesome, simply floating around.

The best feature of *Donk* is undoubtedly its two-player mode which, like *Sonic 2*, shrinks the graphics for a splitscreen effect. Playing against a friend (who takes the role of Judo Juggs, a smaller, cuter duck) is great fun. Rushing about trying to collect the most gems, before dashing for the exit to beat your friend, really gets the adrenaline going. You can't actually fight the other player, but there are various nasty tricks available such as transporters that swap your positions to brilliantly annoying effect (I have never screamed so loudly in my life!).

The conclusion is obvious, if you're planning to play solo, *Donk* is going to rank rather low on your shopping list. But if two-player action is planned *Donk* scrambles up quite a few places; it certainly raises the temperature in a room as you tumble past each other, feathers flying in search of the exit. And with this two-player action, it's easier to forgive the game some of its irritating glitches. □ *MCW*

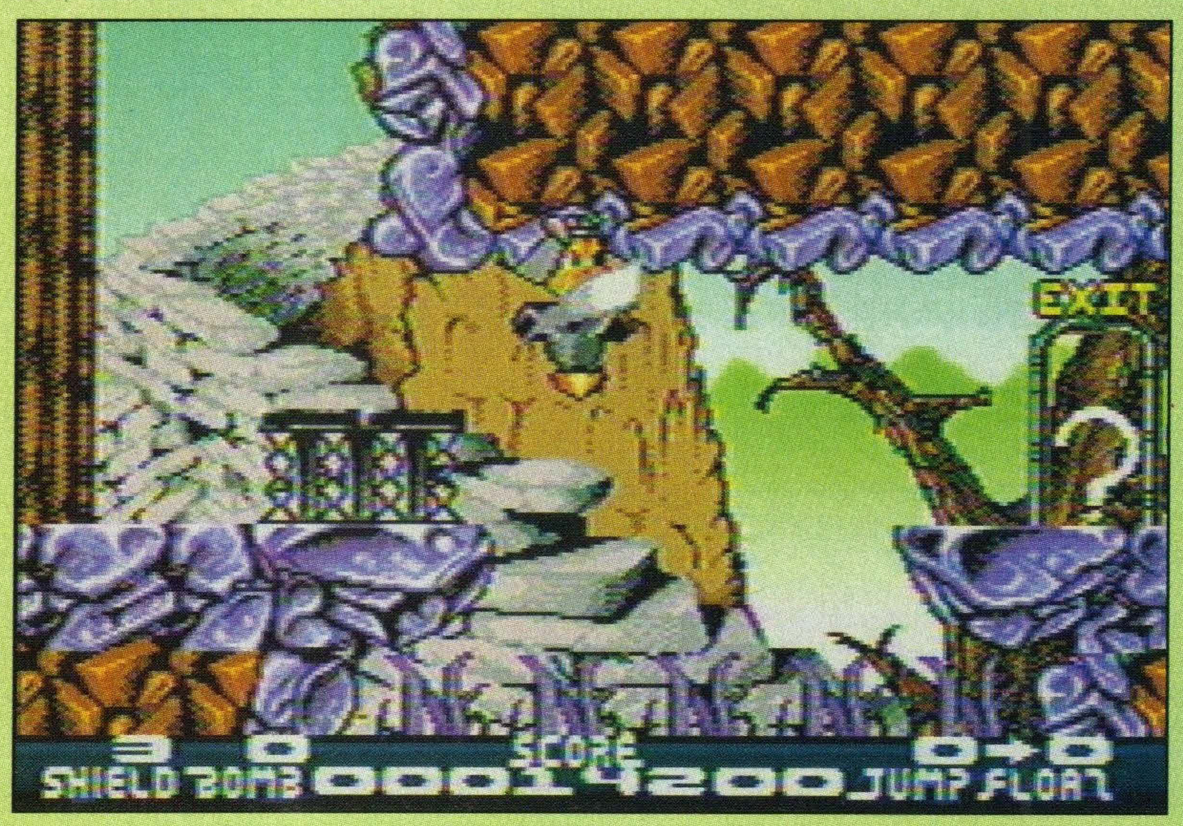




Far left, the bizarre myriad of colours that is level one.
Left, the Duck duo sprint towards the next level. Rather too slowly, truth be told.



"The slogan of *Let's Go* seems wildly inappropriate, nay, wilfully sadistic... thoughts turn to the kind of feathers that stuff pillows..."



Profile

1-2 PLAYERS
3 SKILL LEVELS
✓ SAVE GAME
Onto the machine's RAM.
✓ CD32 ENHANCED
Tunes...

PROS: Fast and reasonably fun two-player game, and the 112 level challenge is tempered by a handy save game. Initially dire backgrounds soon improve to be decent.

CONS: Disc accessing sluggish and one-player control is clumsy. This is the gaming equivalent of the movie, *Howard The Duck* (turkey). Think before you participate.

GRAPHICS
SOUND
GAMEPLAY

58%

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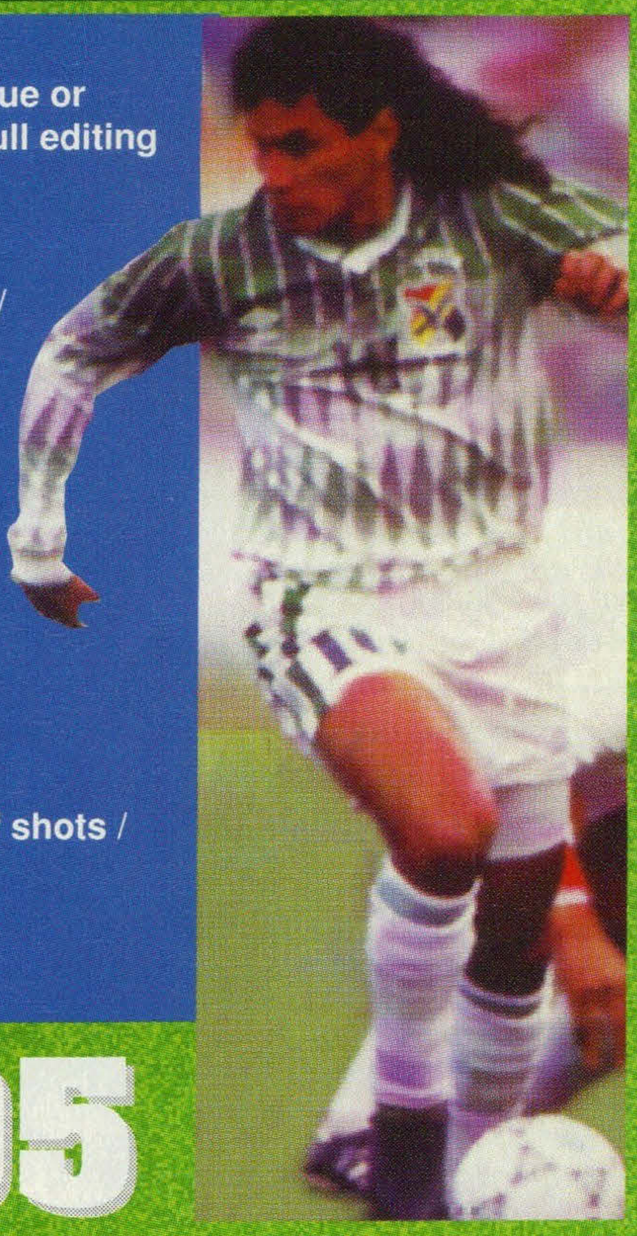
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review

Sensible Software have probably contributed more to the sales of Commodores than Commodore. From C64 *Wizball* to Amiga *Sensible Soccer*, their imaginative, innovative games are a major reason why gamers haven't all defected to Japanese consoles with identikit platformers and beat-'em-ups. Their latest game to transfer from A1200 to CD32 is, of course, one of the very best Amiga releases ever.

When most programmers tell you they were inspired by a game, you expect a clone with new graphics, new scenario, but the same old gameplay mechanics, usually much less well implemented than the original. Sensible Software are, however, geniuses and their *Lemmings*-inspired game looks and feels completely different. *Cannon Fodder* shows the true meaning of inspiration, being excited into developing your own gamestyle in a new direction, rather than simply copying something. Like *Lemmings*, "you're not forced to go anywhere in particular but you'll learn by your mistakes that there's a way of doing things."



The basic structure is that on each of the 72 levels you must use your squad to wipe out enemy forces, both personnel and buildings. You can split your squad up if you want, clicking on their individual insignia to move between units. Once a soldier is selected you can move him by clicking on an on-screen destination, then while he toddles off you can use a different button to aim and fire. It's a system designed for mouse and despite a reasonable attempt with the joypad, a mouse really is best to get the most fun out of the game.

At times the game feels just like the *Commando*-style shoot-'em-up it resembles. Enemy troops swarm towards you and you mow them down with automatic fire and chuck a few grenades. But leaving aside the way wounded troops gush blood and scream, the main difference is strategy. Fast reactions are vital, but mindlessly rushing enemy installations won't get you far. Using the in-game map to work out attack tactics is vital, as is conserving your ammo. Buildings can only be knocked out with heavy weapons, which can be annoying when just one building remains and there's no way to get extra ammo! You also have to be careful with your troops, you begin with 88 and that's all you have to see you through the entire game.

The basic game structure is, of course, incredibly addictive. Simple early levels soon give way to sprawling battlezones with bazooka-firing enemies and numerous traps. On some later levels troops can commandeer jeeps and even helicopters. The soldier sprites may be tiny, but like *Sensible Soccer* are somehow imbued with real character and realism, while backdrops are brilliantly detailed. Sound effects are even better, stunningly realistic gunfire supported by bird songs, seal noises (on Arctic levels) and even snoring (sleeping enemies). It's a game guaranteed to get you hooked and playing late, late into the night.

I loved it, although the ability to split up your troops is under-utilised. I would've liked the opportunity to keep all units active, possibly sending a second group in a pincer action safe in the knowledge they'd behave semi-intelligently – eg fire back at attacking enemies. As it is, you tend to keep some troops back – in case of bazooka attack wiping you all out – and explore with the rest. When you want the remainder of the troops to follow up you have to move them manually, rather than clicking on the map and moving them automatically. In short, promising strategy potential is mostly unexploited.

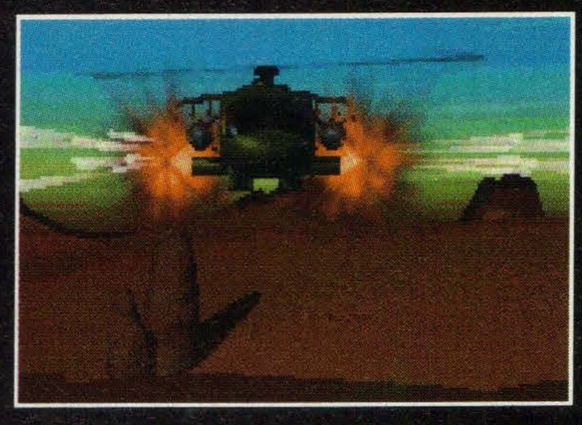
Apart from a hilarious CD intro sequence, the CD32 isn't taken advantage of at all, but as one of the most playable games of the year who's to complain. Mega Drive and SNES owners will have to wait longer and pay more. □ *SSW*

SENSIBLE Apocalypse

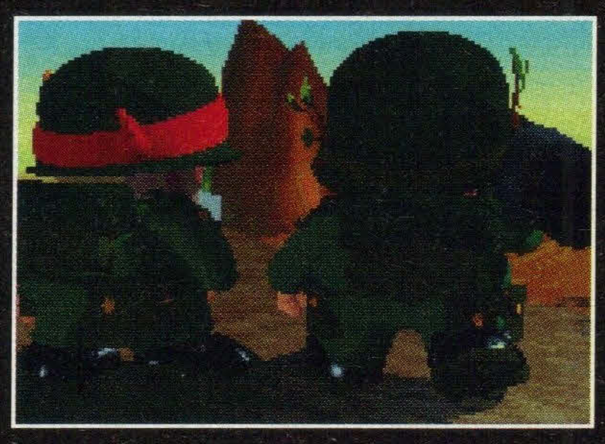
The superb, tacked on intro to CD32 *Cannon Fodder*, features a bunch of typical Sensible Software characters, who look more like Homepride chefs than hardened soldiers. Can't wait for *Sensible Golf*...



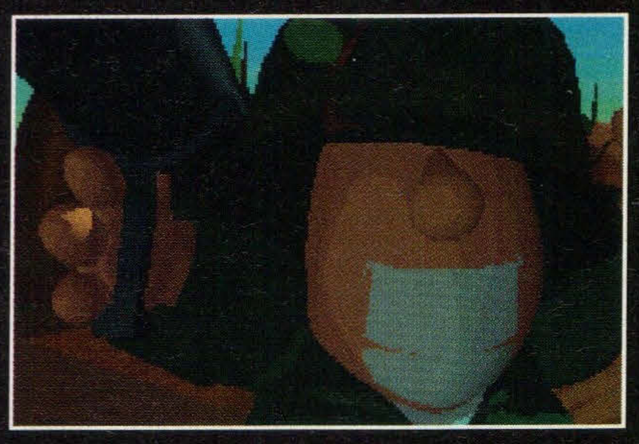












CANNON FODDER

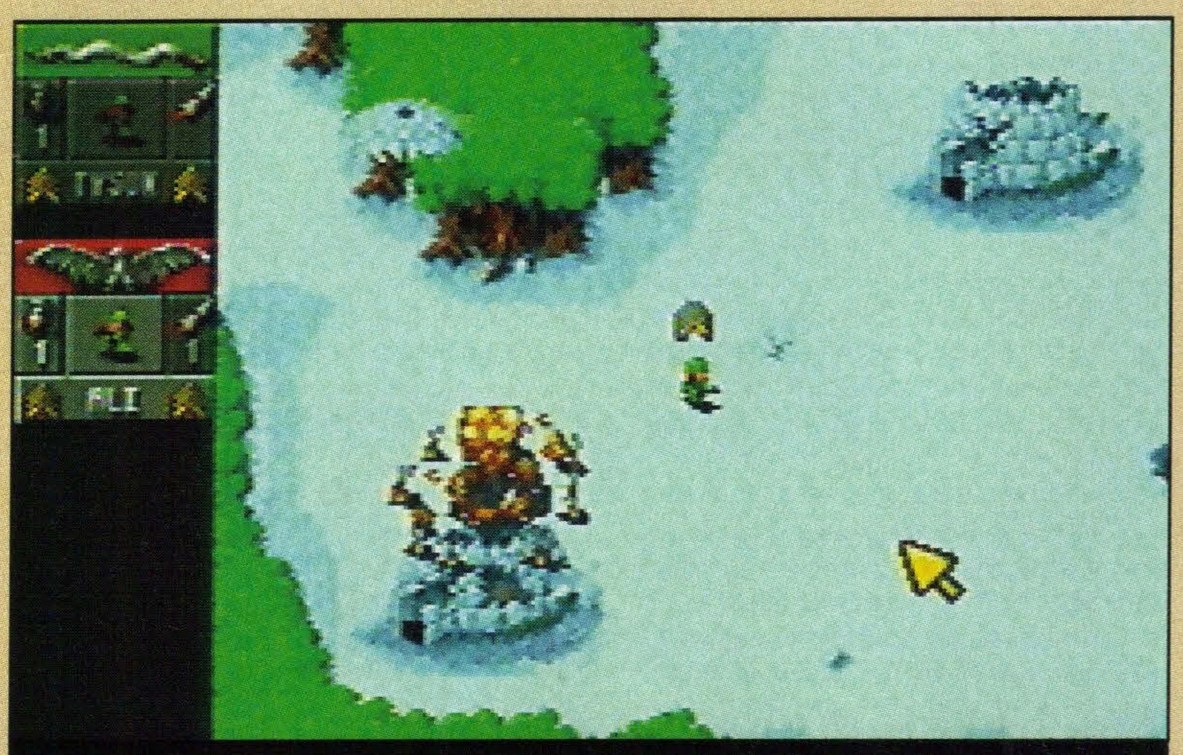


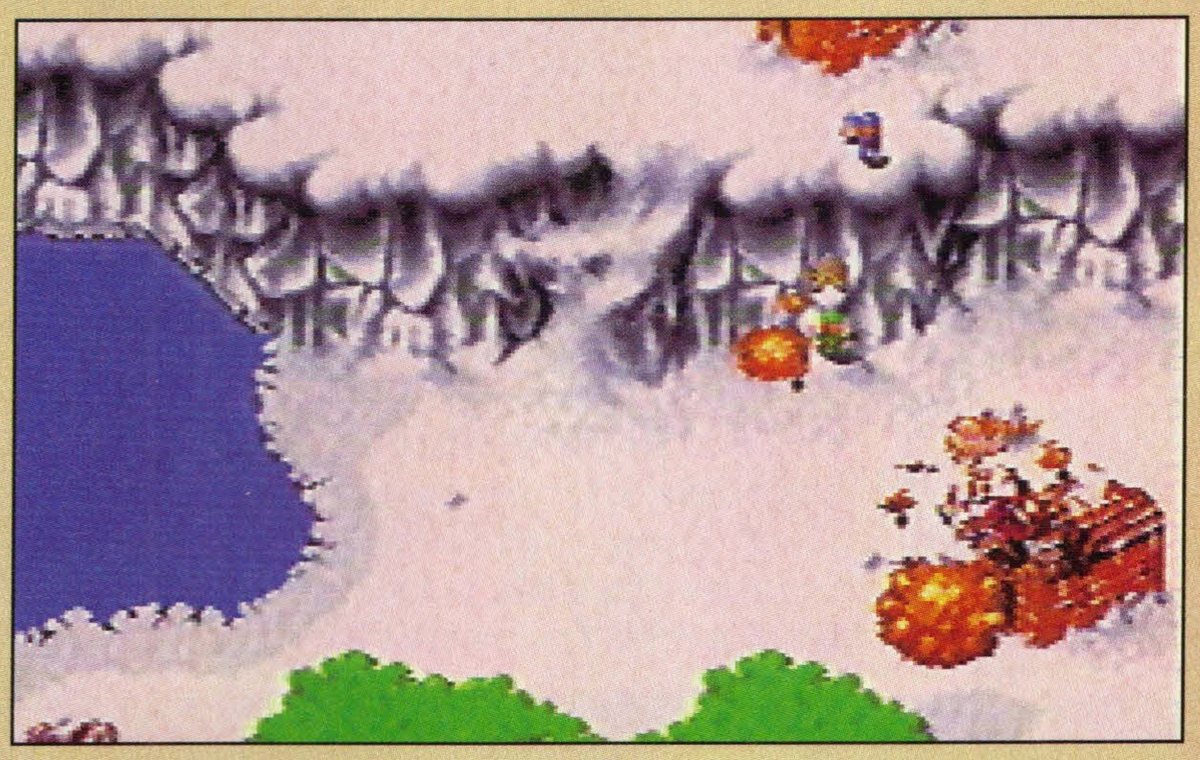




● PUBLISHER: *Virgin* ● PRICE: *£29.99*
● DEVELOPER: *Sensible Software* ● OUT: *Now*

"The soldier sprites may be tiny, but like *Sensible Soccer* are somehow imbued with real character and realism, while backdrops are brilliantly detailed. Sound effects are even better, stunningly realistic gunfire supported by bird songs, seal noises and even snoring. It's a game guaranteed to get you hooked, playing late, late into the night."





An igloo blows its top after a carefully lobbed grenade. One of the main hazards in the game is the explosive demolition of buildings throwing lethal debris all over the place. Below, things are getting a little hectic... *RUN!*



Profile

1 PLAYER
1 SKILL LEVEL
✗ SAVE GAME
88 Troops (continues)
✓ CD32 ENHANCED
Only a new intro, but it's very nice.

PROS: Brilliantly intuitive control system makes for instantly compelling gameplay. Blood-splattered death animations add genuine black humour, whilst difficulty setting is perfectly judged for complete addiction. Great fun.

CONS: Needs a mouse to make the most of the control system, whilst strategy element is rather under exploited. It can get repetitive.

GRAPHICS
SOUND
GAMEPLAY

90%

review

TOTAL CARNAGE

● PUBLISHER: *ICE* ● PRICE: *£29.99*
● DEVELOPER: *In-house.* ● OUT: *Now*

What with *Brutal Football*, *The Chaos Engine* and *Disposable Hero* all making their CD32 debuts this month, it would appear that violent, bloodthirsty games are in vogue for 32bit gaming. And why not? *Total Carnage*, the visceral sequel to the arcade classic *Super Smash TV*, boasts the biggest bodycount of all however, with squillions of soldiers lining up to fall down...

Total Carnage **dispenses with the gameshow storyline of its *Smash TV* prequel in favour of replicating a more conventional *Commando* gamestyle. Doo-lah General Akhboob has taken over Kookistan with an army of mutant soldiers moulded from radioactive goo. The world is Akhboob's next target, with only Captain Carnage and Major Mayhem (the Doomsday squad) standing before him.**

There are three missions for you (and a partner in two-player mode) to battle through; Alpha Mission takes you into a fairly barren desert, Baker mission features enemy airfields and Candlestick Maker Mission is set in Akhboob's nuclear weapons bunker. A fourth mission exists if you collect enough keys, and in fact there are numerous special levels. Besides teleporters which whiz you forward through a few screens or levels, there are numerous closed room bonus screens to power-up and score masses of points.

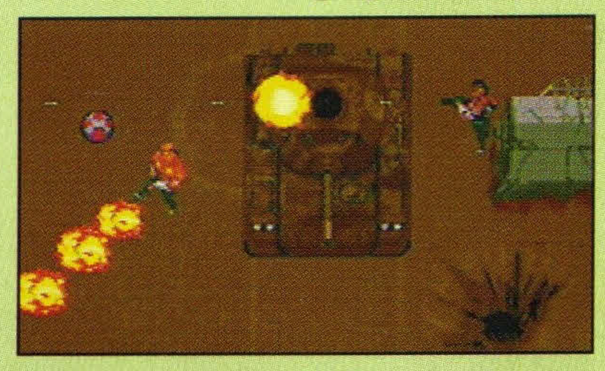
Throughout the game, mega end-level guardians appear in various guises, from boring tanks and military artillery piloted by goo guards to enormous, part-machine, part-goo mutations, all of which have fairly predictable attack paths and all of which need a lengthy hammering to be defeated. As well as loads of cash bonuses en route, there are eight super power-ups to supplement your rather weedy standard issue rifle, including flame throwers, three-ways, plasma guns and rocket launchers. You can also drop mines and call up air attacks (enemy wipe-out) if appropriate power-ups have been collected. Armament wise, this game doesn't hold back, and deaths are messy and graphic, especially when compared to the SNES version.

In fact, *Total Carnage* seems tailor-made to stomp all over the SNES. Crippled by its hybrid 8/16-bit chip, slow clock speed and sprite restrictions the SNES version looked like an 8bit game. The 32bit CD32 version looks a whole lot better with bigger, meatier sprites and lots more colour. Sadly, Ice throw away all that 32bit power with lousy gameplay. Captain Carnage and Major Mayhem crawl around like they're wearing lead boots, and whilst enemy goo soldiers aren't much faster, the sheer number of them swarming around the screen makes it infuriatingly tough. This isn't just because of the pace of *Carnage* though, as much as it is the extra-ordinary omission of the independent firing system that made both *Super Smash TV* and *Total Carnage* so damn original and compulsive. In both coin-op and SNES versions, you could run in any direction and fire in the opposite direction if you wished, using the pad for character movement and buttons for fire direction. The SNES has four buttons, and had independent fire. The CD32 has four buttons, so where's the independent fire? It's a problem particularly apparent with end-level guardians; being able to run circles around them whilst changing your fire direction is essential!



"As it is *Carnage* is little more than a predictable *Commando* variant, although having said that, *Commando* on my Spectrum 48K was both faster and more frenetic!"

As it is *Carnage* is little more than a predictable *Commando* variant. This sluggish conversion even ruins the two-player mode, any incentive to rush about grabbing bonus items is ruined by the snail's pace movement. And if that wasn't enough, the collision detection system, essential for any shoot-'em-up, is simply ***** awful. This is inspired in its ability to ruin almost every good feature of the original. Avoid. □ *MCW***





The hostages at the top of the screen can be rescued, but to be honest, you probably won't bother, as it'll take so long to get to them. The armoured car, above, is one of the more boring mega-guardians, rolling back and forth quite predictably, but trying to avoid its hail of bullets with your lead footed soldier isn't easy. Or fun.

Profile

1-2 PLAYERS
1 SKILL LEVEL
✘ SAVE GAME
Password every couple of levels.
✓ CD32 ENHANCED
Given the benefit of the doubt.

PROS: The simplistic nature of the game means that it's initially reasonably playable. There are few simultaneous two-player games that are completely worthless...

CONS: But this uniquely manages to be just that. It's all inexplicably slow, and with the key feature of independent fire being stupidly deleted, there's nothing to enjoy here.

GRAPHICS
SOUND
GAMEPLAY

45%








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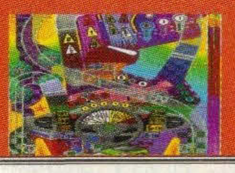



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review

GAMER GOLD

When *Gunship* first reared its rotorhead, the C64 was a state-of-the-art games machine. But, like the aircraft it simulates, the game just keeps soldiering on with more and more hi-tech gizmos being bolted onto its robust airframe. The CD32 version is a complete upgrade of the first Amiga version, pushing the AGA chipset to new limits.

An excellent FMV intro opens the proceedings with some stunning Silicon Graphics trickery. Apache gunships hurtle down narrow canyons, enemy tanks explode in flames and a pounding CD soundtrack pumps up the adrenaline even further. The CD32 is getting good at neat intros, but MicroProse's ambitions go far beyond that. Graphics throughout the game, not just the numerous slick presentation screens, have been upgraded to AGA standard and the audio has been given the full CD treatment. "Target left," advises sampled speech, while a choice of four really rather good CD rock tracks can be chosen to accompany the action.

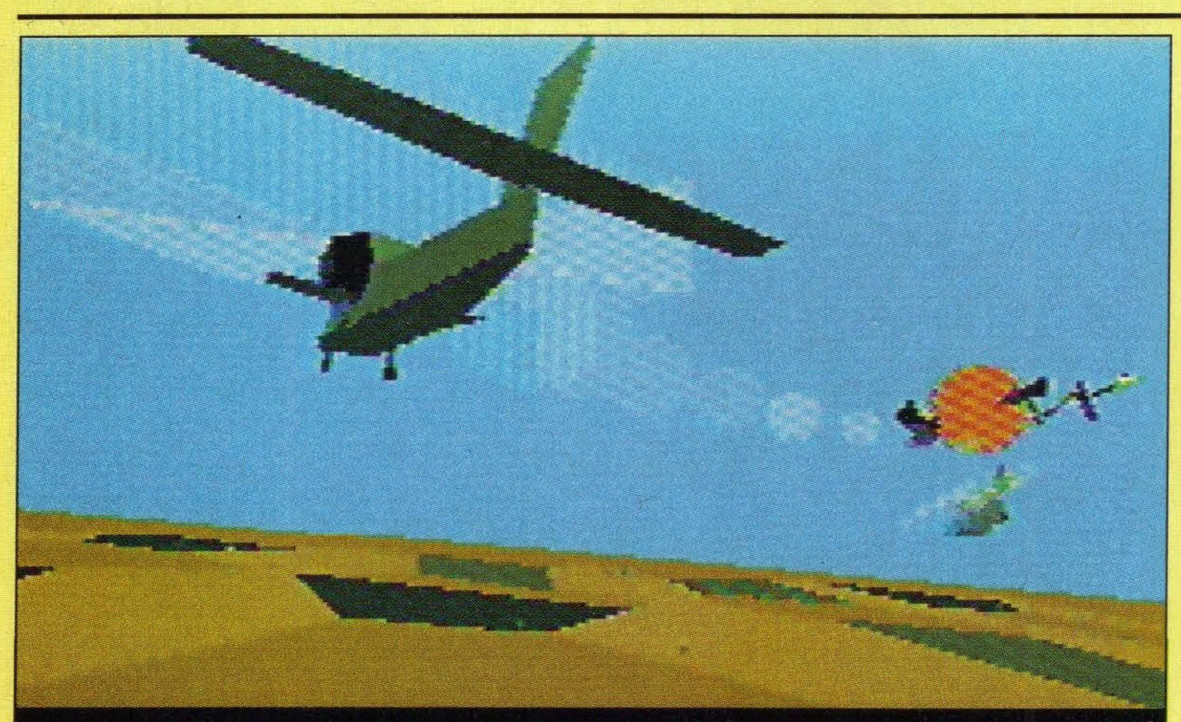
Probably the hardest element of the conversion was getting a keyboard full of controls onto a single CD32 pad – which has been accomplished with reasonable success. In the heat of battle it's perhaps a little too easy to change weapon when you're fumbling to decrease altitude, and flicking to different views – everything from missile to chase to target – is slightly less atmospheric when you have to use a menu system. But overall it works well enough and real fanatics can splash out on a keyboard, as this option is supported by the game.

Of course, all these improvements would mean little if the game itself were poor but this is anything but the case. *Gunship 2000* is by no means easy or simple to get into, but in-flight maps and annotated TV camera views on the instrument panel convey vital information quickly and effectively. The infra-red TV views are particularly good: when you're hanging back in the dead of the night, this gives close-up views of nearby targets in fine detail. Dots on the horizon can be admired and satisfyingly destroyed while never coming into close range. The realism of the world you're fighting in is stunning. Enemy airbases consist of not just a few hangers and a runway, but individual aircraft types, jeeps, ammo boxes, control towers and on and on. On the Middle East scenario you'll encounter even mosques and camels! Moreover, being a helicopter game you'll generally find yourself getting closer to the action than high speed jets ever do. On one mission I found myself spinning over an oil refinery, desperately banking round and spraying the oil tanks with 7.62mm bullets. At the same time a Gazelle helicopter swept overhead, practically filling the window! Gunning down a couple of Hind-D gunships in close-in dogfighting is as fast and furious as any shoot-'em-up. *Gunship 2000* is simply brilliant fun.

The new AGA colour scheme is gorgeous and endless fun can be had whizzing between the different viewpoints, admiring the action from every conceivable angle. Initially, the Detail Menu seems irrelevant as everything seems to move quite quickly, even on the highest settings. In combat, however, things slow down alarmingly with control responsiveness becoming awful. Fortunately, low detail settings keep the speed up without sacrificing much detail and no-one can claim the 32bit chip isn't being pushed with this game!

Also getting a fair workout is you. Fast reactions, a good tactical head and a little planning are required to get far. And believe me, you'll want to progress. You begin with a choice of five aircraft, but the hi-tech Longbow Apache and Commanche gunships provide an extremely tempting carrot to further play as they only become available when you're got a high enough rank. And after that you can rise to the position of commander, leading a flight of five helicopters on missions such as reconnaissance, search and rescue, deep strike and complete campaign scenarios.

Alongside *Frontier*, *Gunship 2000* ranks as a world class gaming heavyweight. Even people who don't normally like sims will be tempted by a game which takes the time to really push their hardware. Fun programs like *Guardian* are neat graphic demos, but *Gunship 2000* far surpasses those graphics and includes a brilliant game too. It's not easy, there's a lot to learn, the controls are frustrating at times and mistakes are often fatal even on the easiest setting, but this is a giant of a game and in its shadow most CD32 software looks very small indeed. □ ***SSW***



This Chase Perspective view shows your AH-64 downing one Hind gunship, with another coming in fast. The speed and ferocity of close-in helicopter combat is a brilliantly playable throwback to WWII-style dogfighting.



Bell AH-1 Super Cobra [Gunship]



Hughes AH-64 Apache [Gunship]



Hughes Defender [Scout]



Sikorsky Black Hawk [Utility]

ATTRACT Mode

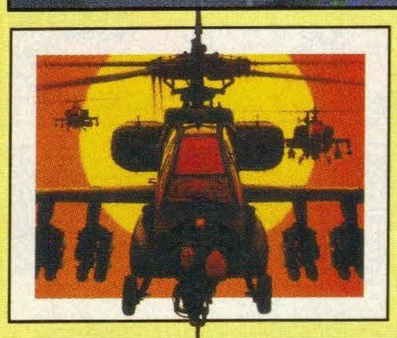






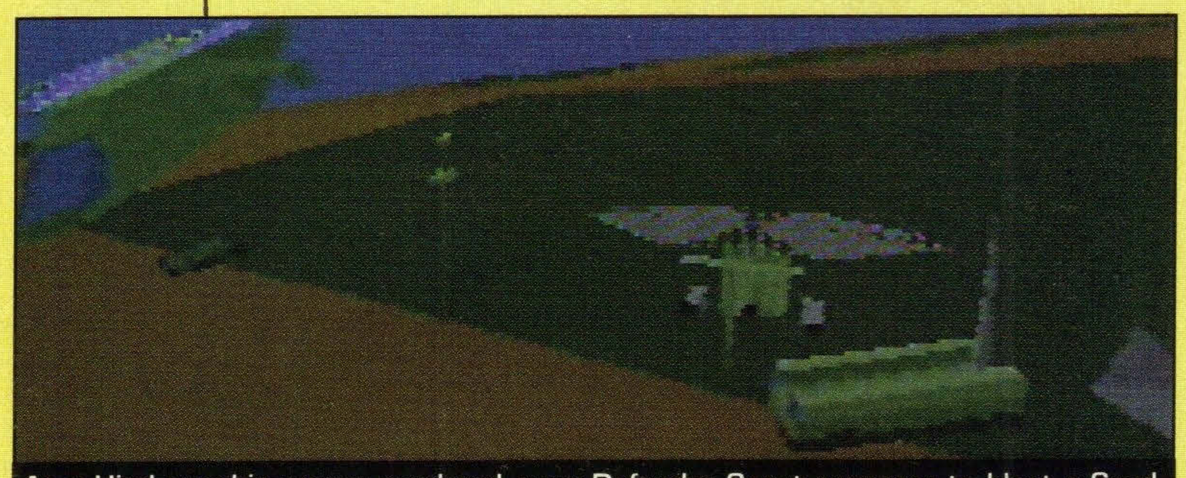
GUNSHIP 2000





"Gunning down a couple of Hind-D gunships in close-in dogfighting is as fast and furious as any shoot-'em-up. *Gunship 2000* is simply brilliant fun!"

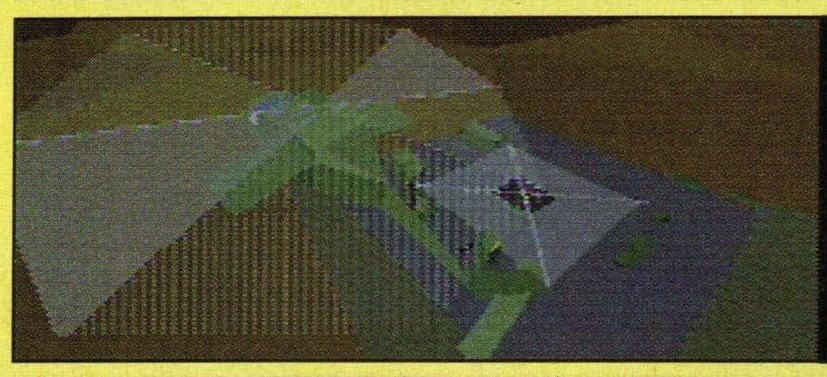
● PUBLISHER: *Microprose* ● PRICE: *£29.99*
● DEVELOPER: *In-house* ● OUT: *Now*



As a Hind gunship zooms overhead, your Defender Scout prepares to blast a Scud launcher. Jeeps, tanks and troop carriers provide hostile ground fire.

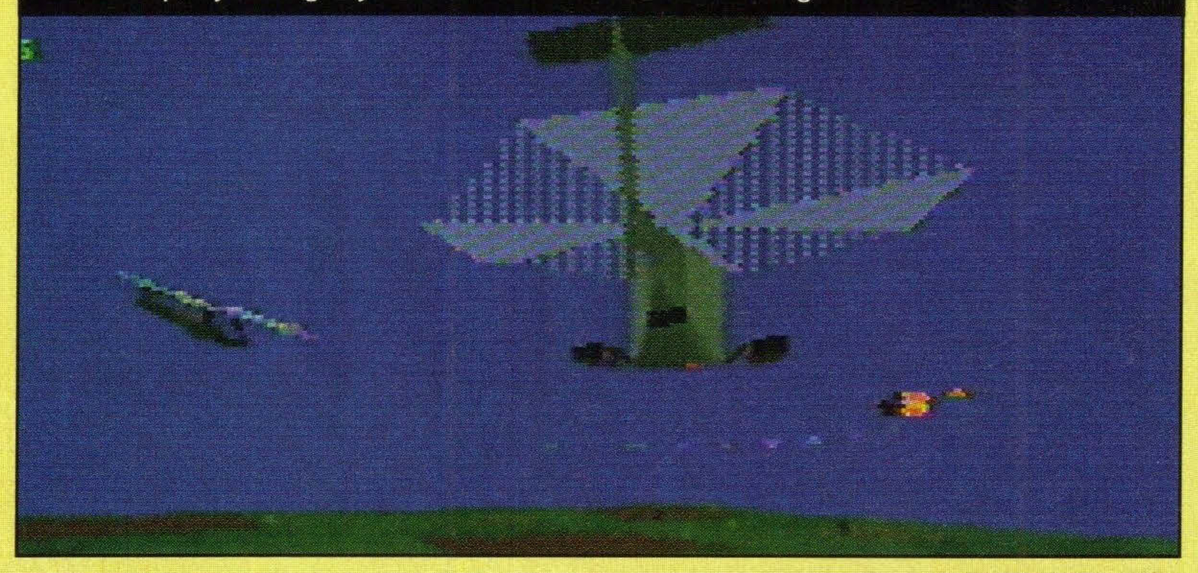


It's night-time and the instrument panel of this Black Hawk helicopter glows with vital information. Note the central Multi Function Display providing an IR camera view of the incoming Hind gunship. Each of the helicopters has its own distinctive cockpit, adding yet more detail to this supremely realistic, enjoyable combat sim.

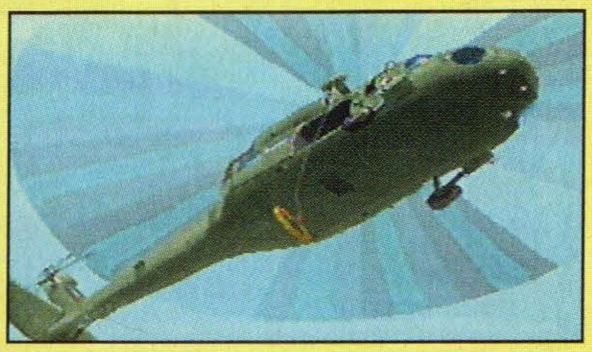


Sikorsky's heavyweight UH-60 Black Hawk copter lifts off from base. Escorting this utility helicopter on transport or search and rescue missions is one of the most exciting parts of becoming a commander.

A Defender Scout downs one gunship while another banks around to attack. In this company the lightly armed Defender won't last long.











Profile

1 PLAYER
? SKILL LEVELS, A lot!
✓SAVE GAME
Battery backup for one mission.
✓ CD32 ENHANCED
New intro, new colour scheme, great new audio and thoughtful new control system.

PROS: An ambitious piece of software, carefully and painstakingly adapted to CD32. Masses of colour, depth and gameplay. Can tailor skill setting with automatic weapons, no crashes and low grade enemies.

CONS: The sophistication makes it difficult to master.

GRAPHICS
SOUND
GAMEPLAY

92%

review

CHAOS ENGINE

Originally a hit A500 game, *The Chaos Engine* has done the rounds on most of the big consoles before returning home with a new intro, more colours and better sound.

● PUBLISHER: *Renegade* ● PRICE: *£29.99*
● DEVELOPER: *Bitmap Bros.* ● OUT: *Now*

Skip past the (mercifully) brief steampunk intro (mad scientists, mutating monsters, end of the world blah, blah) and what you've actually got is a well presented, one or two player *Gauntlet* clone, very similar to *Alien Breed*. The difference is that *Chaos Engine* has satisfyingly big, meaty sprites, each large enough to be instantly recognisable, even down to their individual armaments. In fact, the new version is by far the best yet and Amiga fans will be glad to know it easily sees off Mega Drive and SNES conversions being more colourful, detailed and faster.

As with all the versions, there are six characters to choose from, each with slightly different strengths, abilities and weapons. This gives some considerable freedom in your choice of play style, a tactical element strengthened by collectible money. You can use this to strengthen various characteristics, such as strength or accuracy, or buy new weapons. These stats can be saved after every world, of which there are four, each split into four sub-levels, and these levels in turn consist of mini labyrinths and secret passages.

Despite the abundance of power-ups and aliens, gameplay is utterly uncomplicated. Each level is made up of about forty, smooth scrolling screens, and there are a number of nodes (telegraph poles to you) that must be debilitated (shot) to escape to the next level. There are plenty of keys to collect, each one opening a corresponding door, and unlike *Alien Breed* it's almost impossible to get locked in a zone with no escape other than resetting.

There are squillions of mutant aliens to destroy en route, and these are just as big and colourful as the main character sprites, their squishy deaths and explosions being particularly satisfying. Although the game is most fun in two player mode – with a friend covering and collecting for you – in one player mode the computer takes control of a mercenary for you (of your choice). This quasi-intelligent assistant proves quite useful in taking on its fair share of the opposition.

At first, everything seems so fast and frenetic that gameplay is compulsive and exciting. The levels start out tough and get rapidly tougher (you can call up a map if you get lost) and a great deal of concentration is required to progress. However, much like *Alien Breed*, or indeed *Gauntlet* itself, there isn't that much in the way of variety. The only incentive for playing on is seeing later worlds' slightly different graphic styles. After a couple of hours solid play this is no longer enough, especially as the levels become increasingly more complicated mazes. Also annoying is the occasional flicker and slow-down, while the inability to run and shoot at the same time makes gameplay rather staccato-ish and unsatisfying.

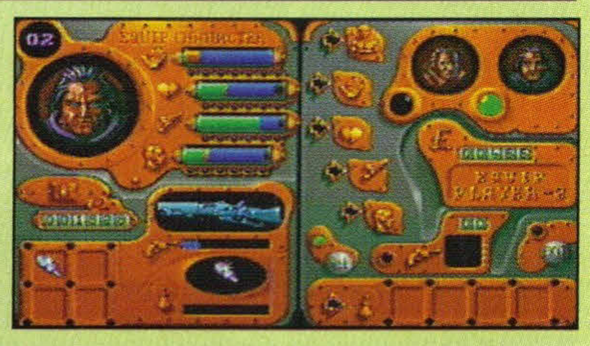
Starved of both innovation and variety I found even the new, improved CD32 *Chaos Engine* to fall some way short of its mega-game status. But while this Bitmap Bros blaster is no classic, it does its job well enough. The sprites are pleasant, while the soundtrack is excellent with good tunes and neat sound effects, including sampled speech. Levels such as the Forest World are made immensely more atmospheric due to sampled woodland audio.

If the oddball steampunk scenario appeals, then the ability to choose and upgrade your own combat team could provide the hook necessary to drag you into this bizarre world. With a good two-player mode and slick presentation, this is a solid, challenging blast-'em-up which is worthy of a look if you fancy a bit (not a lot!) more depth than *Alien Breed*. □ *MCW*



"Starved of both innovation and variety I found even the new, improved CD32 *Chaos Engine* to fall some way short of its mega-game status."







Nodes activated and endless waves of baddies blasted, the exit opens for you to progress to the next level through. One advantage of playing with another human is the increased excitement created as you ignore the baddies and rush about trying to outscore your opponent with bonuses and loot.

Profile

1-2 PLAYERS
1 SKILL LEVEL
✓ SAVE GAME
Password every couple of levels.
✓ CD32 ENHANCED
Interactive instructions (kind of), enhanced soundtrack, nice CD soundtracks, new intro sequence.

PROS: Loads of weapons and characters to experiment with, good two-player action, huge challenge.

CONS: Not much graphical variation and similarity of missions soon makes play repetitive and boring. Occasionally bad slow down mars the professionalism some what.

GRAPHICS
SOUND
GAMEPLAY

72%

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review

STRIKER

Although on the Amiga *Striker* has always ranked way below *Sensible Soccer*, on the SNES, Elite's conversion provided much tougher competition. Mega-sales have resulted in one excellent sequel, *World Cup Striker*, and for a full-price, CD32 version you'd expect Gremlin to at least match that game, wouldn't you? It isn't exactly console-busting in its sophistication, is it? Get ready for a stream of dejected fans from the terrace, baying for blood...

● PUBLISHER: *Gremlin Graphics* ● PRICE: *£29.99*
● DEVELOPER: *Rage Software* ● OUT: *Now*

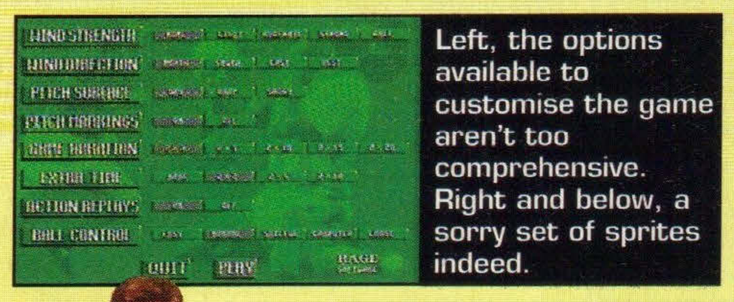
After many months happily playing SNES *Striker*, it comes as a major disappointment to report CD32 *Striker* is something of a train wreck. The first cause of dismay is the fact Gremlin have chosen to ignore Elite's *World Cup* version, which means no options to arrange teams and save tournaments, to blindfold the ref, or enjoy superb, close-up penalty sections. Nor are the improved ball control and after touch features present.

The second disappointment is that Gremlin haven't even bothered to match the original SNES upgrade! Even though *World Cup Striker* has meaty, beautifully defined footballers, the original's were still pretty good, so it's something of a surprise to see jerkily animated, poorly coloured characters rushing around the screen on CD32. The delightfully shaded texture of the pitch is also absent, as are the scene-setting graphics off-pitch. Despite the CD-ROM drive's potential for brilliant soundtracks, the CD32 game is worse than the SNES one with the crowd roar entirely stripped out, until you reach the goal mouth when a riotous blast of cheers crudely cuts in. Otherwise, the game is played in complete silence, which brings the atmosphere down to about nil.

The third, and most damaging problem is the gameplay itself. One of the reasons SNES Striker is so popular is the way it's been optimised to suit a joypad rather than a joystick. With the ball effectively glued to your foot, it moves a lot faster, and the joy of the game is frantically passing across long distances and moving up field with great speed, yet considerable accuracy. This sophistication simply isn't possible on CD32. The tactics menu allows you to pick team formations, and even assign individual players defensive or aggressive postures, but it doesn't work. Players whiz to and fro without seeming to know where they're going or where they've been. All this confusion is due to the bizarre speed of the players' movement. Players can run, take the ball, lose the ball and traverse 50ft in about 5 seconds flat. The ridiculous pace makes it impossible to plan who'll you'll even pass to, let alone check further around for any kind of meaningful plan of attack or defence. Play is utterly uninvolving, indeed I became almost glassy eyed trying to see who had the ball and how they'd got it. The subtle after touch that was available on SNES, allowing you to lob delightful, slow curling shots exactly where you wanted them, is almost pointless here, as the ball isn't in the air long enough to apply curve in any direction. It's all so fast and frantic, that it's impossible to really become any better at playing. Your reactions certainly speed up, but playing any of the computer controlled teams is very unrewarding. Incredibly, there is also no control over corners *or* kick-offs *or* goal kicks! Potential for any skilful play really is non-existent.

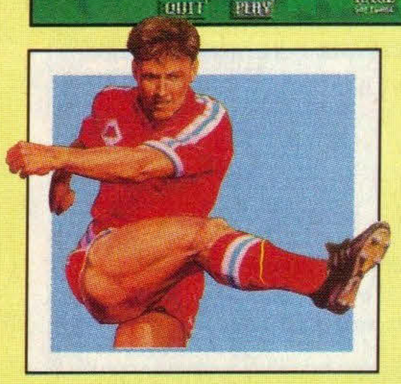
In two-player mode at least you're both struggling to master the daunting speed, and unlike the crippled *John Barnes European Football,* at least this does play reasonably with two players. But the complete absence of all the sophistication and sheer playability of the SNES game in one-player mode means that there's little incentive to struggle through the tournament mode, the only long term challenge *Striker* offers.

Some Amiga devotees will no doubt complain about the SNES comparison, this is an Amiga game they'll screech. Well, reviewed as an Amiga game it's weak and dated and not worth converting at anything other than a budget price. If the CD32 is to succeed, it must be judged against other consoles (especially inferior ones) and here Gremlin fare even worse in failing to match Elite's effort. As the ridiculous pace of the game proves, the CD32 certainly has more than enough power to beat any SNES game, it's just that Gremlin can't be bothered to try. □ *MCW*

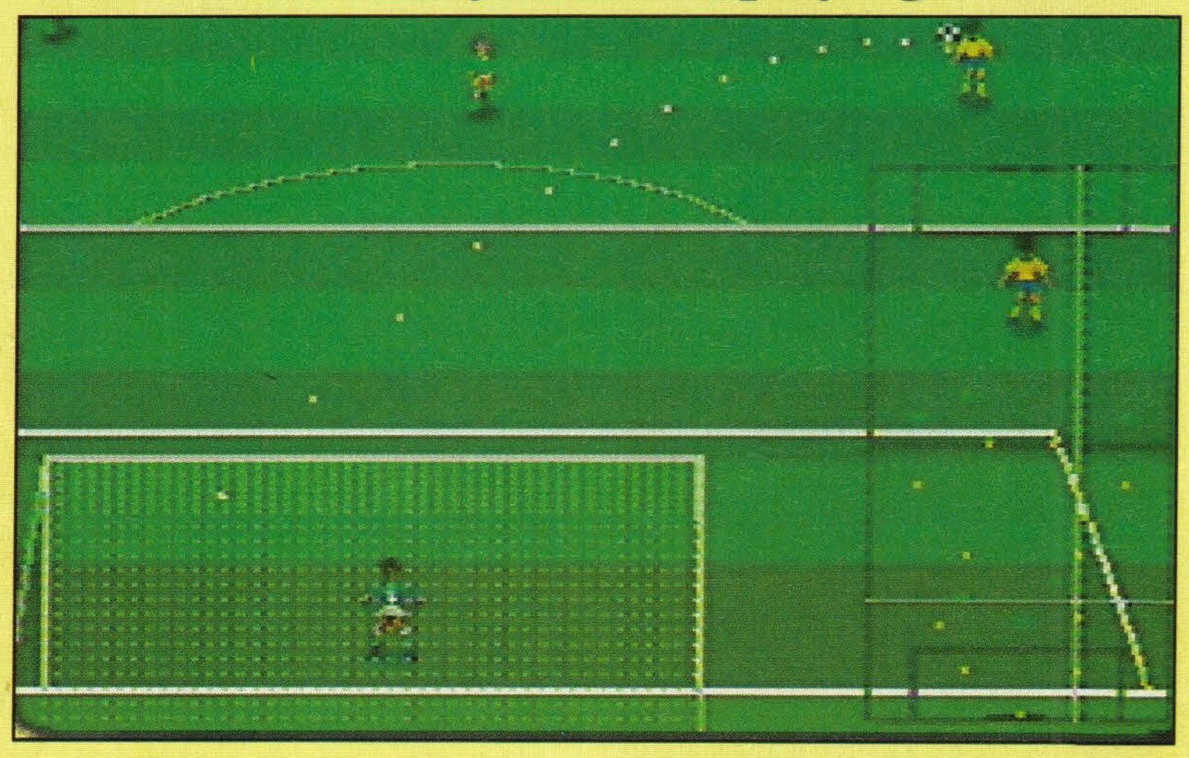


Left, the options available to customise the game aren't too comprehensive. Right and below, a sorry set of sprites indeed.





"Play is utterly uninvolving, indeed I became almost glassy eyed trying to see who had the ball and how they'd got it... it's all so fast and frantic, that it's impossible to really become any better at playing..."



Profile

1-2 PLAYERS
3 SKILL LEVELS
✗ SAVE GAME
✗ CD32 ENHANCED
Quite the reverse.

PROS: Gameplay, however confusing, is certainly fast. The fast forward and slow motion options are still a nice touch, I suppose.

CONS: The brilliant original has been crucified with poor programming and dull graphics. There's no reason this should look so bad, and it's a shame that *Sensible Soccer* hasn't got one decent rival on CD32. Terrible.

GRAPHICS ■■■
SOUND ■■■■
GAMEPLAY ■■■■

43%

review

BRUTAL FOOBALL

● PUBLISHER: *Millennium* ● PRICE: *£29.99*
● DEVELOPER: *In-house.* ● OUT: *Now*

Whether this is an insane celebration or amused parody of America's favourite sport, *Brutal Football* has already proved extremely popular on the A1200. Now set to leave its bloody footprints all over the CD32, we investigate the gameplay that's lurking beneath all the gore and glory.

The excellent instruction booklet promises plenty of violence, entertainment and strategy. The concept itself – American Football with swords and grenades – should have made for an opposition trashing game. Simply reading the (few) rules is exciting – "You can win a *Brutal Football* game by outscoring the opposition OR by slaughtering six out of their seven players." Bliss, surely!

There are four teams of sociopaths to choose from – Vikings, Lizards, Wild Goats and Rhinos – each endowed with their own, preferred violent persuasion (the Lizards can breathe fire, the Rhinos can bulldoze through the opposition etc.). Besides single match Unfriendlies, there's League and Knock-Out competitions to provide long-term challenge. As you'd expect, tactics aren't overly complex with just a choice of team formations to decide before play can begin.

Once your team has hit the Astroturf, the most obvious novelty is the huge amount of power-ups to be collected. These range from swords, axes and lightening bolts, to more imaginative items like paralysing ice cubes, direction reverse icons and magic potions. The results of using such icons are given some great slang names in the manual: Aced (losing of one's head) and Belly Vented (think about it) to Wrecking Jobs and Bootheeling (unrepeatable).

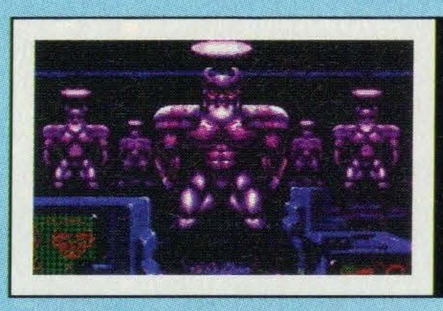
Play is simple – run around, passing the ball amongst your team, avoid getting killed by the opponents and get the ball into the opposition's ferroconcrete goal. The screen scrolls as the pitch is several screens wide, but this obviously makes it hard to know where all your team are for passing moves. A radar scanner is a good idea sadly ruined in execution – a ludricously tiny map attempts to show power-ups as well as players, becoming a snowstorm of misinformation.

Even when players are on the main screen passing is difficult, the large and poorly animated sprites often overlapping in a confused mass. Worse, that novel array of killer weapons soon becomes more irritating than entertaining. It just gets plain annoying being continually murdered, with little chance of survival in the confusion.

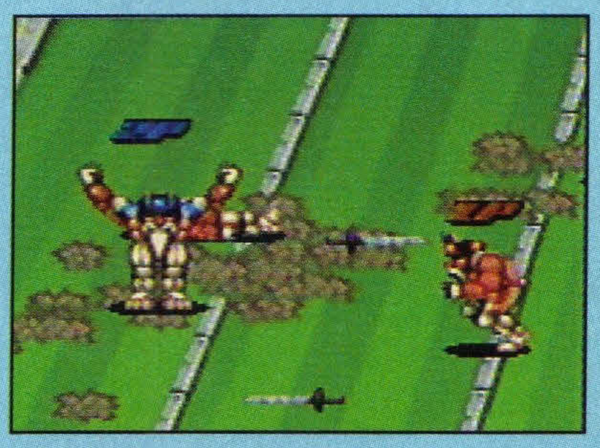
The Locker room offers some respite from the action to fix up your battle scarred team, but there's no option to buy in players or improve abilities like in *Speedball II*. All you can do is wade up field, get tackled, run back, tackle and run back ad nauseam. Even the soggiest mind will soon get bored of the repetitive, chance ridden 'action'. The game is best played with mates, the gruesome action providing enough laughs for a short while. But the underlying gameplay is obviously and seriously flawed, with just three formations to develop any strategy around..

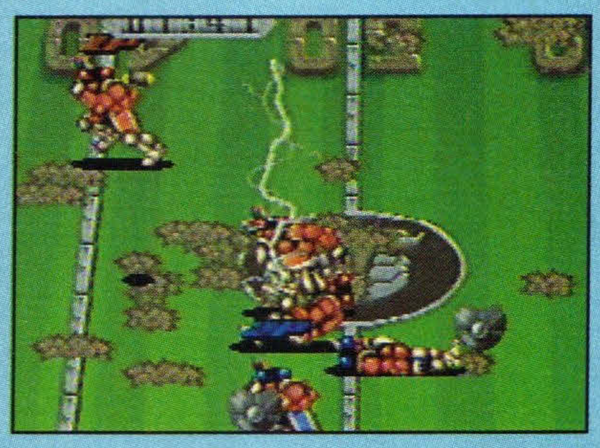
Brutal Football had the potential to be as wonderfully invigorating and original as *Speedball*, but it's been badly let down by poor game design and bad programming, and does nothing to advance the cause of the CD32. Don't believe the hype! □ *MCW*





The obligatory intro sets the scene well for a *Speedball* like action-packed game. Sadly, the play itself is rather boring.







"Even the soggiest mind will soon get bored of the repetitive, chance ridden 'action'... the underlying gameplay here is obviously and seriously flawed."



Look confusing? Well it is. Once everyone gets clustered in the same place, it becomes almost impossible to know who's in possession of the ball, and a more noticeable graphical technique to highlight your player would have been handy.

Profile

1-2 PLAYERS
1 SKILL LEVEL
✓ SAVE GAME
Passwords for your league position.
✓ CD32 ENHANCED
Supposedly.

PROS: The first few games, if you're playing with a partner, do provide some fun, as stabbing or decapitating a chum is always entertaining...

CONS: But the snail's pace of the action and the clumsy presentation of the game itself deadens what could have been a superb pseudo-simulation. This doesn't make the grade.

GRAPHICS
SOUND
GAMEPLAY

55%

review

With Grandslam's Nick Faldo licence riding high in the charts, solid testament to how popular good golf sims perennially are, Ocean have arrived to steal some thunder with their highly acclaimed A1200 sim, *Johnnie Walker's Ryder Cup*.

RYDER CUP BY JOHNNIE WALKER

● PUBLISHER: *Ocean* ● PRICE: *£29.99*
● DEVELOPER: *In-house* ● OUT: *Now*

Whilst Grandslam's *Nick Faldo* sim (90%, Issue 1) was excellently programmed yet rather short on razzmatazz, *Ryder Cup* attempts to dazzle the player with all the gloss of the ratings winning TV coverage. The Ryder Cup is a hugely popular golfing championship which has been going for sixty years, pitting the best of European and American golfers against each other.

The videogame version boasts four courses, twice as many as *Faldo*, with two British (the Belfry in Sutton Coldfield and the Fields in Scotland) and two American (the Island and the Village, typically artificial, highly sculptured holes). You can practice on any of them, or enter the championship playing on either the British or American teams. A friend can either play on your side or with the competition.

Whilst the in-game screen is more cluttered than *Faldo*'s, a lot more work has gone into appealing to novices. Your view is always rotated so that the flag is dead centre on the screen, and helpfully, when the flag is obscured or too far away to view, a flag icon floats mid-air, so that you don't have to view the map to get your bearings. Club selection is also made automatically for you, with the most logical club being selected by the computer, although obviously this selection can be changed if you want. Also unusual, yet very helpful, is the chip/punch selector. Instead of positioning the cursor on a golf ball to achieve chips and punches, a sub menu shows six different striking selections, making this usually confusing option very easy to understand and implement. Hook and slice is available as a separate icon as well (although it is still altered by the timing of your swing) and another rather generous option is the Gimmie message, which lets you take the ball as sunk if you're within one metre of the ball, without having to actually putt the thing. All the regular features of golf games are also available, with wind icons, grid options on the putting green as well as full or partially rendered background graphics, a constant read-out on distance to the pin and a 'hide-the-golfer' feature.

Overall, *Ryder Cup* would seem a lot better than *Nick Faldo*, indeed it looks very much like a *PGA* sim, especially with gimmicks such as fly-bys and follow-the-ball shots. However, the whole package grinds to a halt when play actually begins. The selection process is sluggish, and the screen updating, even if you're just panning across the view screen to line up a shot, is painfully slow. The *PGA*-style fly-by previews of a hole are embarrassingly slow and jerky, as are options to follow the ball in flight or view its flight from the pin.

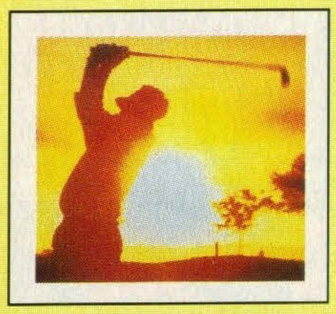
Whilst the courses themselves are fairly varied, they do suffer from being dingily coloured. It's as if you're continually playing in a miserable, mid-afternoon half light. It simply doesn't look very inviting, and fails to created the ambience of the great outdoors. The most annoying aspect of the game design has to be the hugely unconvincing ball motion. When struck, the ball rises slowly into the air as if in slow motion, then levitates into the distance looking more like a UFO than a fast spinning golfball. It really does destroy the atmosphere, and takes much of the satisfaction of shot organisation away.

Considering the impressive scope and ambition of *Ryder Cup*, these flaws are terribly disappointing. Overall it seems a rather lazy conversion, not even bothering to replace the A1200's disk save with a password system. All in all, a bit of a mis-hit from Ocean. □ *MCW*

There's no disputing the great friendliness of the user-interface on *Ryder*. Sadly, however, the promise of 3DO like, smooth scrolling pans and zooms around the course isn't fulfiled. As the screen shots illustrate, the screen display is rather cluttered as well.







"When struck, the ball rises slowly into the air as if in slow motion... It really does destroy the atmosphere, and takes much of the satisfaction of shot organisation away."



Profile

1-4 PLAYERS
1 SKILL LEVEL
✗ SAVE GAME
✗ CD32 ENHANCED

PROS: The huge array of options to customise the game to your own requirements are very pleasing in theory. Four courses is pretty impressive, giving lots more value for money.

CONS: But in practice, the interface doesn't disguise the fact that this game is excruciatingly slow, and the custom options don't really enhance the game significantly. The loss of the save game option is sad.

GRAPHICS
SOUND
GAMEPLAY

68%

review

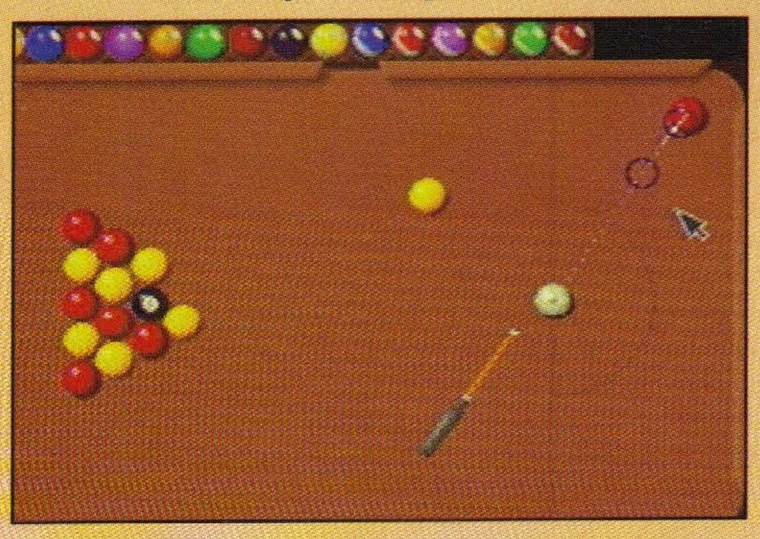
There's been one set of sound FX that have driven my Assistant Publisher to distraction this month. One game that your erstwhile Editor has refused to leave alone. Which noises have most annoyed the big A.P. most? The screams from *Body Blows Galactic*? The cooing of *Chuck Rock Junior*? No. The clink and thwack of cue striking ball in Team 17's furiously addictive *Arcade Pool*.

ARCADE POOL

● PUBLISHER: *Team 17* ● PRICE: *£14.99*
● DEVELOPER: *In house* ● OUT: *Now*

While *Archer Mclean's Pool* and Archer Mclean's *Jimmy White's Snooker* are doubtless the most sophisticated in their genre, neither are due for CD32 release anytime soon and, in fact, their very complexity can be off-putting. The intellectual depth of lining up a shot with half a dozen different controls may be stunning, but it doesn't bear much relevance to how most people play down the pub. For most people quick, instantly playable action with a fair amount of luck is what makes pub pool so much fun. *Arcade Pool* may not have as much control over shots as any of Mclean's games, but it's not meant to, it's an unashamed slam-about funulation rather than a simulation.

The aiming controls are, nevertheless, as precise as you could wish for, with three different display options (full, outline, none) which make lining up shots and playing them a joy. As well as the power bar, *Arcade Pool* has a simple and effective control system for the type of shot played. At the bottom of the screen is a cue ball icon, and all you have to do is point the cursor to the bottom for back spin, to the left or right for swerve or the top for follow through. Precise variations allow you to play perfect stuns and superb positional shots that would take years of practice in real life. Everything's so simply laid out that the principles of pool can be grasped in a few minutes, with no irritating pull down menus or side bar panels to fuss over.

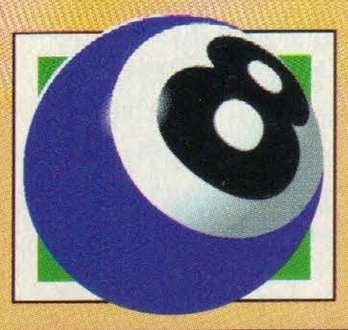


Just as impressive as the dreamy control system is the massive amount of pool variations you can choose to play. Tournaments are available against any or all of the crippling thirty-two computer opponents on two skill levels, and as well as traditional British eight ball, there's American eight, American 15, a trick shot table where you can set up your own super-shots, a survivor mode where misses lose you lives, a custom 8-ball game and the ultimate in addiction and fury, speedpool, where you go it alone against the clock, trying to beat your own or a friend's times. You also have an individual sub-menu where you can choose from a wide variety of rules and styles to abide by in play, and each of the marvellous games is fully explained in a thorough instruction manual in the main menu. Still not enough? How about three different friction settings for the table, from local pub roughness to Embassy Hall silky smoothness?

Graphics are as functional as gameplay, there's no stunning 3D graphics allowing you to pan and zoom all over the place, but the single, overhead perspective is all that's needed here. What more can I say? It's furiously compelling stuff, perfectly combining highly rewarding realism and good old fashioned whack 'em and hope joy.

Pool's popularity is due largely to the fact that complete novices can play outrageously successfully after thirty pints of beer due to the smallness of the table, the presence of Lady Luck and the simplicity of the rules. It isn't complicated but it's great fun – just like pub pool, foolhardy shots can be tried with often stunning results, whilst cautious players can still skilfully snooker an opponent with judicious use of the cue control. Admittedly, the computer opponents, even on Rookie setting, are something out of your worst pub humiliation nightmare, but this just makes practice all the more important.

If you're a pool nut, you'll adore this, and even if you're not a brief gameplay session will is bound to convert you. Next generation it's not – more first generation really – but simplest is always best, and at this price it's got to be the bargain of the month. □ *MCW*



"... just like pub pool, foolhardy shots can be tried with often stunning results, whilst cautious players can still skilfully snooker an opponent with judicious use of the cue control."



Profile

1-8 PLAYERS
2 SKILL LEVELS
✗ SAVE GAME
✗ CD32 ENHANCED

PROS: Beautifully programmed, elegant and effortless control system makes the game instantly accessible and fun. Loads of games and variations add longevity, particularly the speedpool mode and trickshot table. With a few friends playing, this is engrossing fun, and with the computer opposition, it's equally addictive.

CONS: No save game, and all the opponents are complete bastards.

GRAPHICS
SOUND
GAMEPLAY

88%

review

SUMMER OLYMPIX

● PUBLISHER: *Flair* ● PRICE: *£19.99*
● DEVELOPER: *In-house* ● OUT: *Now*

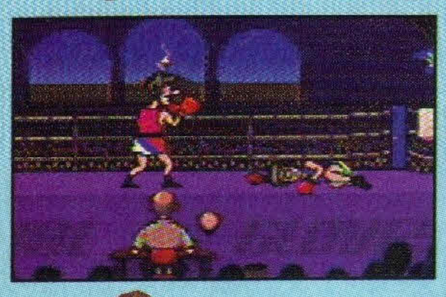
There have been few genres more vilified than multi-game sports sims. These so-called 'joystick-wagglers' have been constantly ridiculed as the peak of videogame idiocy and all but died of shame some years back. However, in a bold move to re-establish joystick waggling as an essential pass-time, Flair have pulled *Summer Olympix* out of the hat, determined to finally break your fragile CD32 pad...

Despite the bad image caused by hundreds of smashed joysticks, games such as *Hypersports, Combat School* and the better Epyx sims had more imagination than most shoot-'em-ups and were brilliant fun to play. *Summer Olympix* wisely follows in their footsteps with an intelligent mix of simple wagglers and more imaginative games such as Skeet Shooting, Boxing, Kayak Racing and Archery. Yet if the formula looks good, the execution is little short of dreadful.

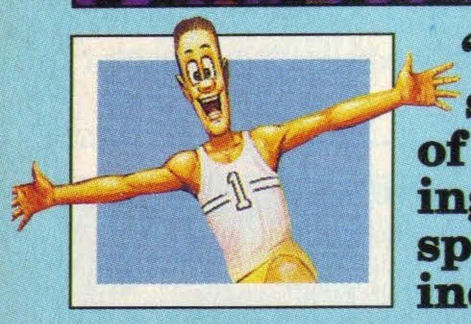
Skeet Shooting is reasonably presented but marred by frustratingly slow gameplay. The target sight heaves around as if trying to simulate your shooter carrying a bazooka rather than a rifle. Success is more a case of sweated labour than rapid-fire fun.

Boxing is even more ambitious and therefore even more disappointing. The two boxers shuffle around, seemingly glued to the canvas floor, ducking and diving (not a lot) while trading one of two punches available. Yes, you can punch your opponents head or his body. Or you can block. Sophisticated it ain't, in fact this is the most un-interactive sporting simulation I've ever had the misfortune to play. There's no skill involved and success or defeat seems random, as the computer boxer either stands still like a dummy or throws a flurry of rapid punches that are impossible to avoid. At three minutes, a bout is life-threatening in its tedium. But with victory dependent on the best of three bouts, hysteria is unavoidable.

Kayak Racing is quite fun. Well, it was on *Summer Olympics* for the C64. Flair by contrast manage to use a machine with zillions more power to produce something that looks and plays infinitely worse. Your pathetic paddler splashes up screen, battling against the poor simulation of a fast tide, trawling between gates (there are ten, count 'em) and generally wishing the boat would overturn so you could drown.



Archery is quite fun. No really, it is. True, it looks awful to start with, it's as unpleasantly coloured and drawn as every preceding event, but when you fire your arrow the camera stunningly follows your arrow to the target, much like the one exciting shot in that daft Robin Hood film. So stunned was I by this remarkably thrilling and adventurous piece of programming, that I sat immobilised for a few minutes. I progressed to the next event with a faint glimmer of hope.

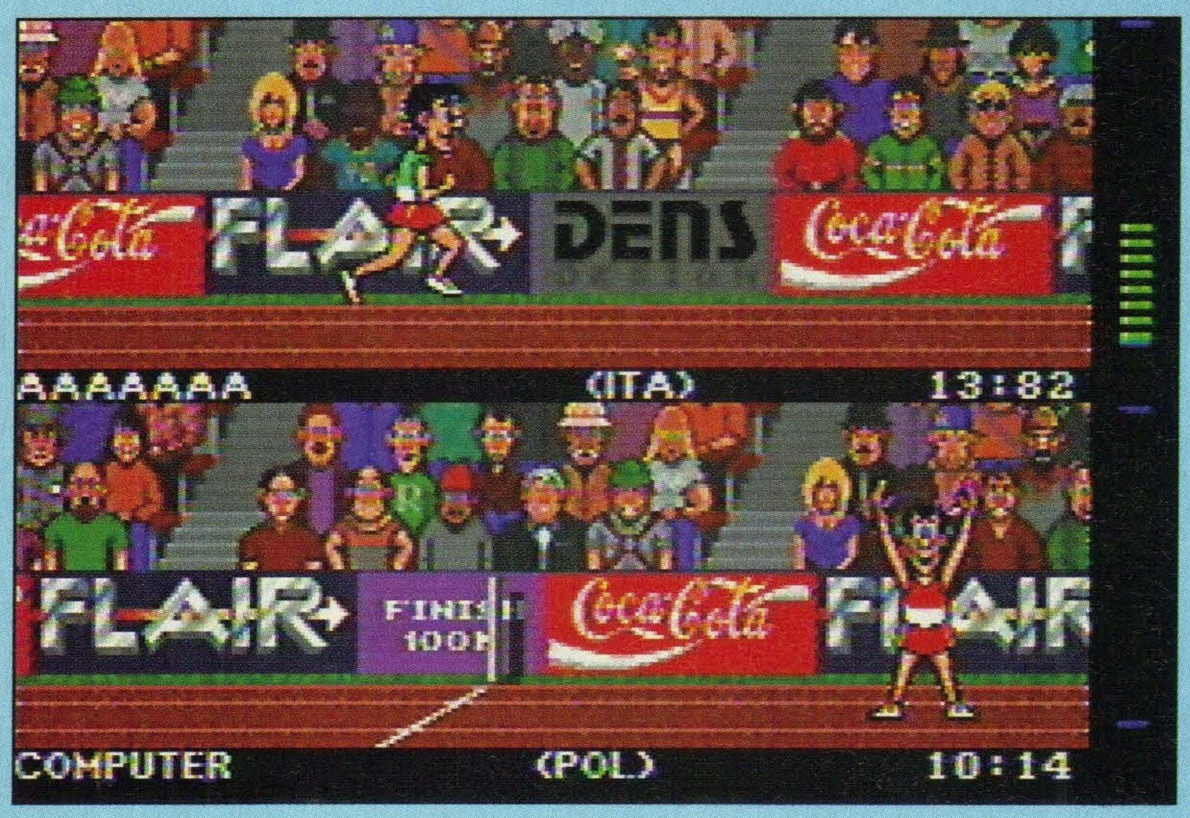


"Even if you do have a joystick, this misbegotten group of games is hardly worth bothering with... dreadful sprites, sparse sound and wince-inducing 'humour'."

Foolish me. Let's lump the remaining events together because, whatever the graphics, the 100 metres Sprint, Long Jump, Javelin and Swimming all play much the same. All suffer the same, identical problem – whilst joystick waggling is a pretty amusing and effective way of simulating speed, button pushing isn't. Now I don't want to get myself in any trouble, but as a fit young man, I can waggle a joystick around for hours on end before becoming immobilised with exhaustion, and enjoy the healthy activity to boot. Joystick waggling somehow seems an appropriate way of speeding your athlete up. But trying to rapidly alternate the depressions of two unfriendly buttons on a silly CD32 pad is ludicrously difficult. It just cannot be done comfortably (do you use two fingers or roll your thumb about?), so unless you've got a joystick or are going to buy one, you can stop reading here.

Even if you do have a joystick, this misbegotten group of games are hardly worth bothering with, cursed as they are with dreadful sprites, sparse sound and wince-inducing 'humour'. The idea of a Polaroid pic concluding each failed event with a slowly developing image of catastrophe is almost amusing the first time, thereafter it becomes a time-consuming irritant.

What could have been the game's saving grace is, of course, the two-player mode. Naturally, Flair see to it that only a handful of events offer simultaneous play though, and just to cap things off there isn't even a practice mode. This means the few good events – well Archery basically – can't be played in isolation. You have to go through the whole random assortment of games in the full 'Olympix' mode. This is a disaster to rank with British ski-jumping. □ *MCW*



Profile

1-2 PLAYERS
1 SKILL LEVEL
✗ SAVE GAME
? CD32 ENHANCED
Who knows? Who cares?

PROS: The Archery section is very nice, and apart from Boxing and Kayak racing, most of the other events have some initial playability due to their simplicity.

CONS: But the simplest games need to be programmed with extra special care if they're not to fail tragically. Aside from the poor playability all of the events are visually and sonically very poor.

GRAPHICS ■■■
SOUND ■■■■
GAMEPLAY ■■■■

37%

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review

FURY OF THE FURRIES

Struggle, if you can, through the interminably long-winded, waffley storyline accompanying Mindscape's latest game, and you'll find what appears to be a rather simple *Lemmings* clone spinning through your CD32. With even top end PC mags fawning over these furry tribbles, the question begs to be asked, what *is* a Furry, and what can they do for me?

● PUBLISHER: *Mindscape* ● PRICE: *£29.99*
● DEVELOPER: *Kalisto* ● OUT: *Now*

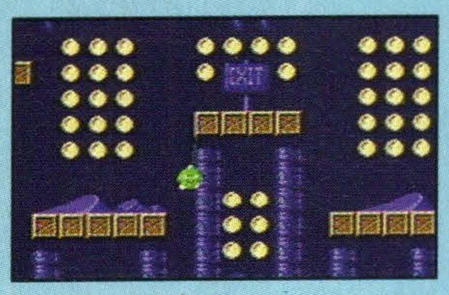
Furries **obviously begs comparison to *Lemmings*, offering similarly huge mazes dwarfing tiny, cutesy sprites. You have a variety of Furries under your control, each with different abilities, and one character must be chosen to negotiate whatever obstacle blocks your way. Unlike *Lemmings 2*, which offered an enormous amount of individually talented creatures, from archers and footmen to pole-vaulters and fighters, in *Furries* there's just four to choose from. Further reducing the strategic element, you only need guide one Furry, representing all four, to safety. This means there's none of the dilemmas that *Lemmings* enjoyed, such as sacrificing characters or worrying about your tribe death rate. Just get your coloured furball out.**

The four different Furries have rather predictable individual abilities; Red can dig through stone, Yellow can throw fireballs at baddies, Blue can swim and Green, who's most fun, can throw lines to ledges and swing to and fro across long distances. There are eight different regions to negotiate totalling over a hundred levels of progressively more complicated mazes, ranging from deserts and forests to mountains, pyramids and a final, huge castle.

Sadly, the landscape backdrops are predominately flat and dull, with no parallax scrolling or gorgeous backdrops to add incentive to your mission. In *Lemmings* the simple, yet stylish backdrops were appropriate in avoiding confusion with the legion of tiny creatures waddling about, but in *Fury Of The Furries* this graphical economy just doesn't work, with only one character to concentrate on. Equally dull are the baddies that hinder your progress, all small, dully coloured and minimally animated, the most common hazards tending to be lethal static objects such as spiky bushes. It really seems as if the programmers have sacrificed quality for quantity – the game is very large – but while this may have made sense on floppy disk, with 650Mb of CD to play with it seems rather mean.

Gameplay is no less compromised and lacks the tactical depth of even the cartoonesque *Bubba 'n' Stix* or *Morph*. In this game you're forever deciding either to swim, swing or blast your way past obstacles. It's simplistic and the pace is unsatisfactory too. *Furries* is never fast enough to be a a decent, pacey platformer, mainly due to the cumbersome transformation process (press down, wait, scroll to new Furry, press down). With so few abilities, why couldn't one Furry have them all – after all Mario can jump, fire, swing on ropes and swim, all in one sprite and twice as fast as a Furry. The lame strategy element here destroys any arcade appeal, which is far too weak in itself to justify slowing the pace down so much.

Furries isn't a bad game, it's fun for a while and the challenge is absolutely huge. For myself though, I'd prefer the smaller but more tactical and visually pleasing distractions of *Bubba 'n' Stix* to the immensity of *Furries*. □ ***MCW***

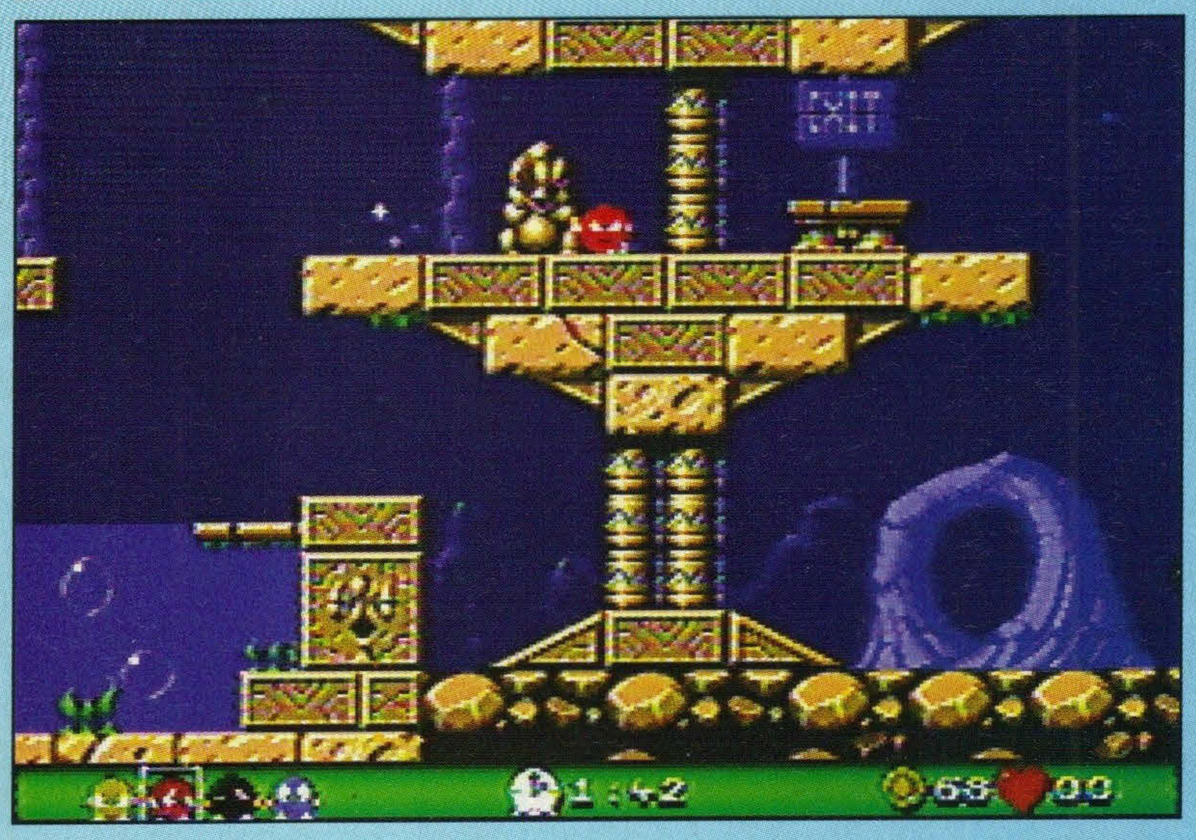




Far left, Green has a quick swing around a rather boring bonus room.
Left, Blue swims around a pond.



"The lame strategy element present here destroys any arcade appeal, which is far too weak in itself to justify slowing the pace down so much."







Profile

1 PLAYER
1 SKILL LEVEL
✓ SAVE GAME
Every five levels onto the CD32.
✓ CD32 ENHANCED
Enhanced tunes!

PROS: Nice CD soundtracks, entertaining intro sequence which adds some much needed characterisation to the furries. The game is pretty easy to get into and quite absorbing.

CONS: The disc accessing between levels is very slow, the sound FX are rather bare and the control system for the furries is very tricky, not to mention pointless.

GRAPHICS
SOUND
GAMEPLAY

75%

review

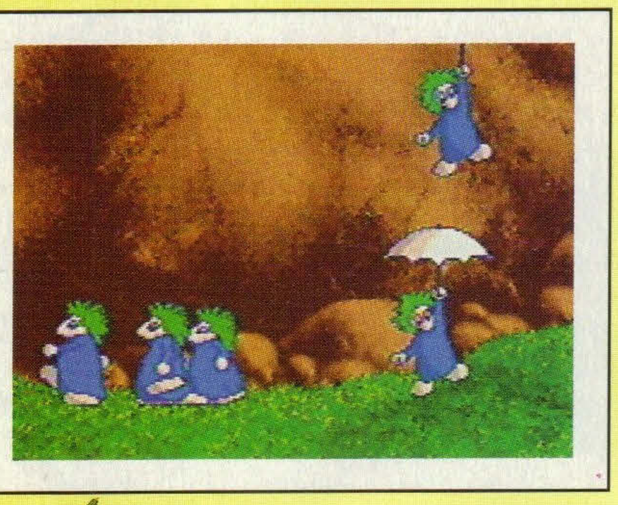
A while back Psygnosis's *Oh No, More Lemmings* data disk perfectly captured the feelings of many. Since their debut in 1991, there's been an avalanche of lemmings, with numerous data disks, countless conversions and a full-blown sequel. Haven't we all had enough of *Lemmings*?

LEMMINGS

● PUBLISHER: *Psygnosis* ● PRICE: *£25.99*
● DEVELOPER: *DMA Designs* ● OUT: *Now*

Despite its belated release, CD32 *Lemmings* hasn't had a single byte uprated for the new console. It is, in fact, CDTV *Lemmings* with a CD32 sticker over the old logo and complete with *Planetside*, a still very impressive demo of a CDTV game now rather unlikely to ever appear. Even if Psygnosis couldn't be bothered to uprate the game, why couldn't they include some of the data disks to justify the non-budget price? Worse, the limited but very playable two-player game has actually been omitted from the CDTV version for some strange reason.

This shoddiness had me all ready to paste the old soldier, but to my surprise I found I was too busy playing the thing! The short intro may be technically embarrassing by today's standards, however its endearing wit and humour runs through the entire game – even the title page raises a smile with its blinking lemmings and scrolling jokes. In-game, the tiny lemming sprites move with genuine character, bouncing along with their green hair flopping about, their bimbo speech samples perfectly complementing the witty soundtracks. The first levels are, of course, ridiculously easy but the game soon opens out into a fully fledged arcade puzzle masterpiece. *Lemmings* is one of the ten best selling games of all time and, well, it deserves it.

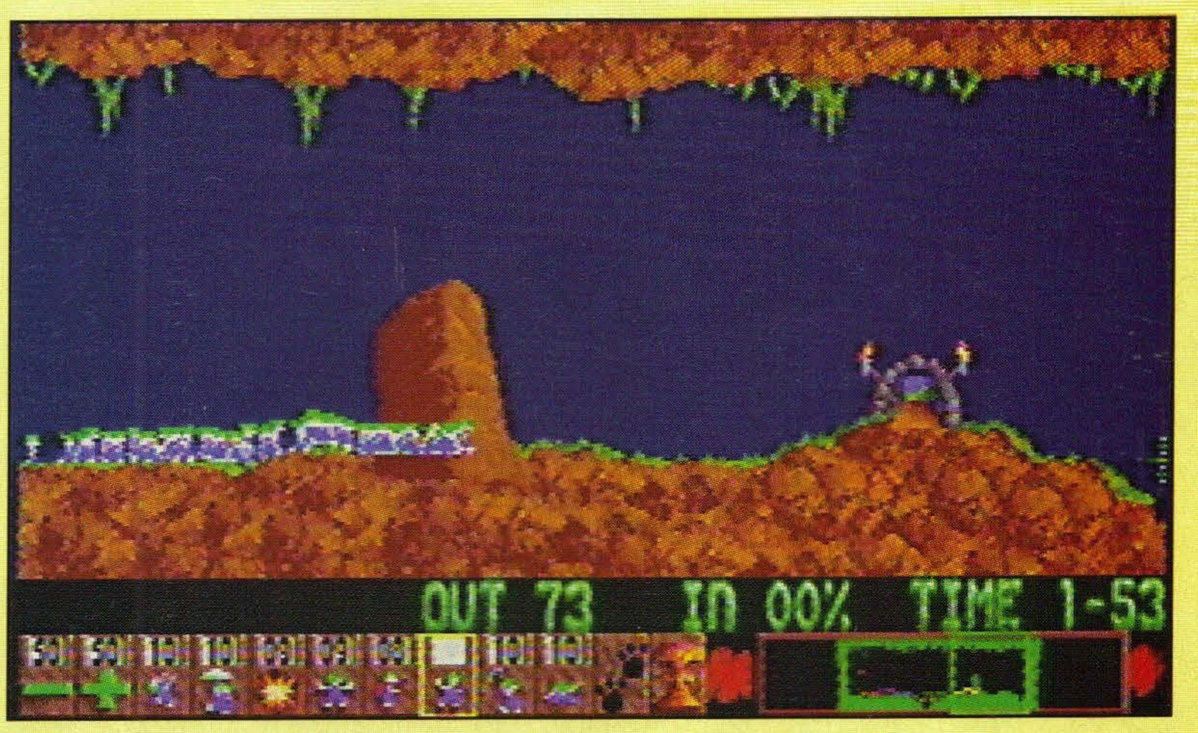




"... the tiny lemming sprites move with genuine character, bouncing along with their green hair flopping about, their bimbo speech samples perfectly complementing the witty soundtracks."

For anyone somehow unfamiliar with the concept, *Lemmings* puts you in charge of getting a certain percentage of the critters to the exit of each level. You do this by clicking on individual lemmings to activate various limited skills, such as building bridges, climbing walls, even using a parasol to soften a long fall. Within minutes the basic idea is easily grasped, meaning the only problems are those set out by the imaginatively designed levels. It's great – so long as you've got a mouse! The joypad works reasonably well for easy levels, but on the harder ones you really need the speed and accuracy of a mouse.

Overall, this is obviously a mixed bag. The basic game is brilliant and despite being an A500 version, compares well to other console or PC versions in both speed and fluidity. As arcade-puzzlers go, it's still among the best, it's just a shame Psygnosis couldn't make the effort to package it properly. □ *SSW*





You've got ten lemmings out and about with 0% rescued and four minutes left. At the bottom of the screen, control icons allow you to slow down or speed up the release of lemmings from the trapdoor in the sky. You can also give them the ability to climb, to survive long falls by using a parasol as a parachute, to explode (to stop them blocking the way), stand still to temporarily block other lemmings, to build a bridge and dig through stone horizontally, diagonally and vertically. There's also pause and quit options, plus a handy map of the whole level.

Profile

1 PLAYER
1 SKILL LEVEL
✓ SAVE GAME
Passwords.
✗ CD32 ENHANCED
This is the original CDTV game.

PROS: One of the best games of recent times in its original and totally brilliant form. Entirely compulsive, addictive gameplay with plenty of wit and humour. Bags of challenge.

CONS: But you really need a mouse to get the most out of this game. Also, the lack of both a two-player mode and no extra levels is unbelievably stingy of Pysgnosis.

GRAPHICS
SOUND
GAMEPLAY

79%

review

PREMIERE

● PUBLISHER: *Corkers* ● PRICE: *£14.99*
● DEVELOPER: *Core Design* ● OUT: *Now*

Core Design are providing the CD32 with fullsome support, not only ensuring most of their new titles get enhanced for CD32, but also porting over back catalog games for budget releases. *Premiere* falls into the latter category, with a splendid Hollywood-inspired theme running throughout this latest re-release. And the hero is an idiot, obviously.

Clutch Gable is the bleach-haired hero, a film editor working on the latest cinematic masterpiece by Core Pictures (how we aspire to greater things in this industy). The film can't be that exciting though, as our hero drops off to sleep during a late-night editing session just before the film's opening. When he awakes he finds the film gone, nicked by an agent of rival film producers, Grumbling Pictures.

In game, you must guide Clutch through the six film sets that occupy the Grumbling Studios lot, including Western, sci-fi and cartoon locations. Although these sets are constructed realistically, with logical maps and lots of camera equipment and stage props, the baddies all seem to be dedicated method actors. When the filming stops, they keep in character chasing your all over the place.

Thankfully, Clutch is quite a nimble sprite, striding purposefully around, fists clenched, and staring at you threateningly if left idle. He can punch most foes, jump through the air, acrobatically roll down stairs if he's in a hurry, and there are also weapons which can be thrown about to polish off enemies.

Each level is quite large, viewed side-on and scrolling to track Clutch's movements. The background sets are impressive, convincingly depicting the contradition between behind-the-scenes locations and how the sets appear before camera. All the sprites are very large and reasonably animated, but do suffer some slow-down when there's more than three sprites on-screen. Level one's excellently animated buffalo stampede particularly suffers from this glitch, ruining the neat idea and brilliant sound effect.

Throughout *Premiere*, it's a variety of small programming glitches that spoil what should have been an excellent game. Clutch isn't easy to control at the best of times, his large body being a bit jerky and awkward to move up and down stairs. Also, the playing area is split into two planes so that he can leap 'into' and 'out of' the screen, which is a good idea but having to press down and jump is awkward. Another good idea ends up adding as much frustration as enjoyment. Similarly, Clutch's jump is a bit erratic, with perfectly planned jumps over sprites being rather impossible due to the gangly fashion in which he leaps.

Most frustrating, however, is the amount of backtracking that needs to be done. Pulling various levers is a key element of the game, and usually to open the door or disable the latest obstacle you end up wandering backwards in search of the needed lever. With so many large enemy sprites about, and the awkward control system for your character, this soon becomes very frustrating. Piling on the pressure is the fact that death sends you right back to the beginning, with all the enemies similarly brought back to life. Only the patient, determined types need apply here.

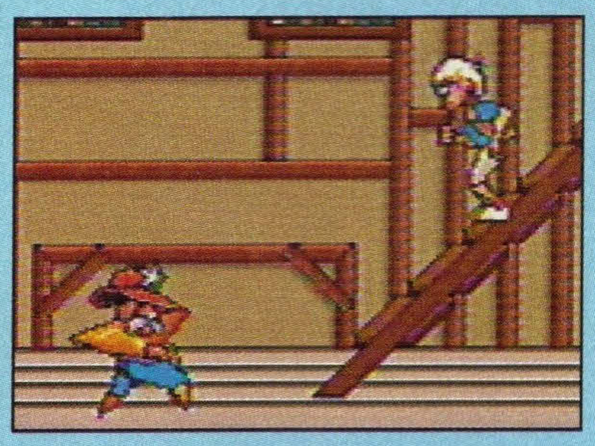
If this is the sort of game you fancy, check out Core's own *Bubba 'N' Stix* or *Chuck Rock II: Son Of Chuck*. They're a bit pricier but they'll both keep you occupied a lot longer. *Premiere* itself is a collection of pretty neat ideas sabotaged by some rather poor game design and programming. □ *MCW*



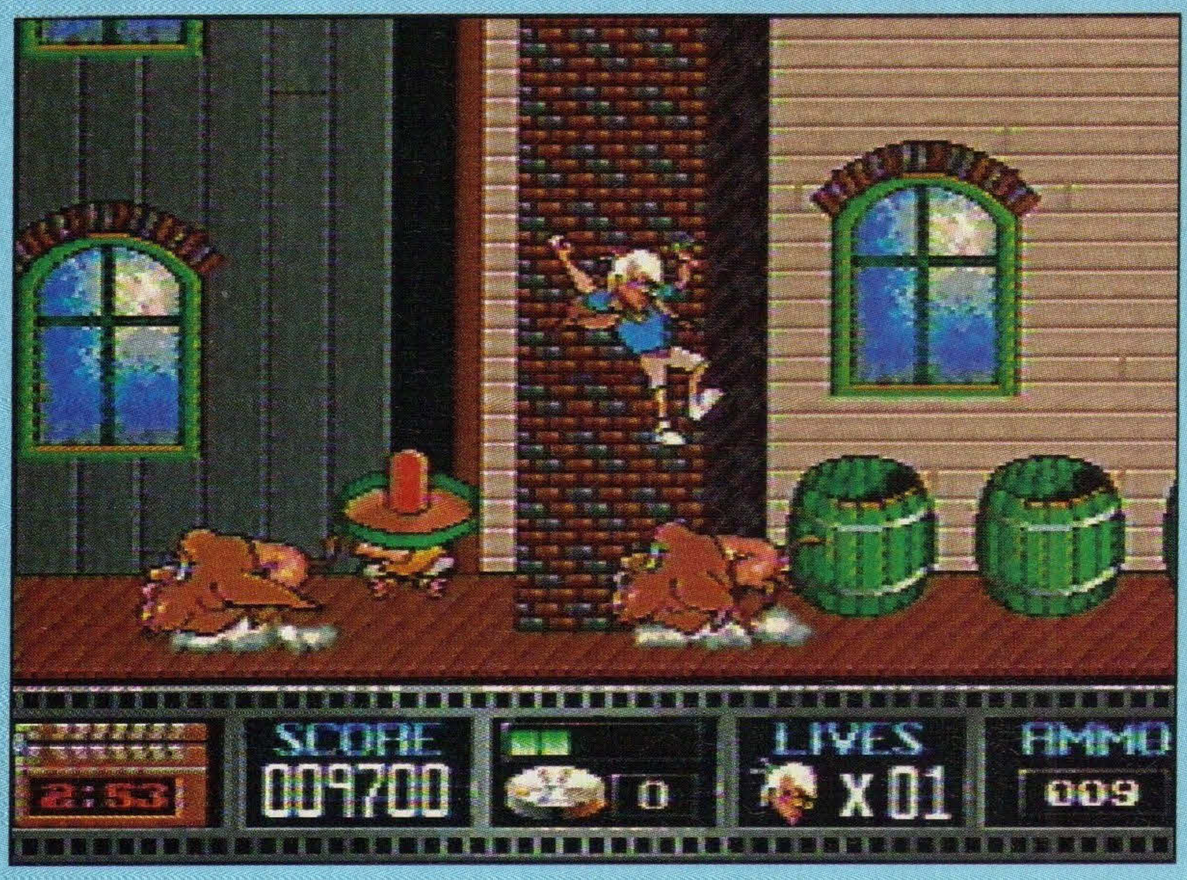
"... death sends you right back to the beginning, with all the enemies brought back to life. Only the patient, determined type need apply here."



Left, Clutch must mind his back as a Red Indian is prowling the first, western film lot, with a large chopper in his hand.
Far right, an atmospheric still from the excellent intro.
Below, bare-back riding.







Profile

1 PLAYER
1 SKILL LEVEL
✘ SAVE GAME
✓ CD32 ENHANCED
Another slick Core intro and some atmospheric tunes.

PROS: Nice sound FX, big, well designed graphics that set the scene well. The concept behind the game is above average and initially provides some real interest.

CONS: But the control system is awkward and the reappearance of all the baddies every time you die pushes the frustration level far too high. It's too tough to be much fun.

GRAPHICS
SOUND
GAMEPLAY

65%

review

While the original *Chuck Rock* may have reached pensionable age, his son's more recent romp, *Chuck Rock II: Son Of Chuck*, looks much more suited to the CD32. Spruced up with an all-new, highly amusing CD intro, *Son Of Chuck* is a fun-filled, action-packed platformer with the cutest CD32 hero yet, Chuck Junior. Watch him warble! Change his nappy! Give him his dummy! No, just jump about with him...

CHUCK ROCK II SON OF CHUCK

● PUBLISHER: *Core Design* ● PRICE: *£29.99*
● DEVELOPER: *In-house* ● OUT: *Now*

The son of Chuck may be a baby, but he ain't no pansy. More akin to *Roger Rabbit*'s Baby Herman than any *Look Who's Talking* brat, Chuck Junior strides about purposefully, tiny legs pumping, outsized head wobbling as he drags his enormous wooden club behind him. His quest to rescue dad from Brick Jagger will take him through six big levels (sub-divided into numerous mini-levels). There are a huge variety of enemies to avoid and bash, including frisky cavewomen, banana-throwing monkeys and even mini-dinosaurs who, when bashed, turn out to be men in dinosaur suits!

Although the variety of opponents seems daunting at first, especially with extra lives few and far between, Core have made Junior's club as useful as Bubba's multi-purpose Stix. Beside being useful for braining enemies, the club can whack apart stone walls and send boulders flying to form makeshift stepping stones. Small dinosaurs can be freed, then used for transport, while tiny dinosaurs form bridges with their necks – when given a clonk on the head! Junior can even clamber to the top of his club to avoid rolling boulders, balancing precariously whilst danger rolls by.

Although Junior is a very resourceful babe, he's as prone to temper tantrums and mood swings as the next nappy clad infant. Leave him idle for a few moments and his head will flip open for a full-blooded bawl. Lack of milk also brings on tantrums, a milk bottle being a cute energy bar substitute, but when things go well Junior coos and chuckles to himself contentedly.

Wrapped around all these splendid sprites are three levels of parallax scrolling (foreground, mid and distance), which move smoothly and feature plenty of wit. From Stonehenge Suburbs, complete with Flintstoneseque cars and houses, to the dense undergrowth of Jungleworld there's always plenty to keep you amused.

The real scene stealers, however, are the brilliant end-level dinosaurs, all progressively larger and more impressive. Skilfully created from many small sprites they form huge, quickly animated foes who would be terrifying if they weren't so cute. The first time the huge legs of a Tyrannosaurus Rex pass by you'll simply freeze. Then, on a later level, the entire play area is spread across the enormous back of a pink Diplodocus, the culmination being a bash-the-nose-battle with its whip lashing head.

All in all, this might be the first time that a CD32 games intro sequence (which is excellent and very funny) has been matched by the game itself, boasting imaginative and well stylised visuals. Just as impressive are the stunning soundtracks, which are tuneful, atmospheric and littered with brilliant background noise which really distinguish each level. The stereo imaging of the music is simply splendid.

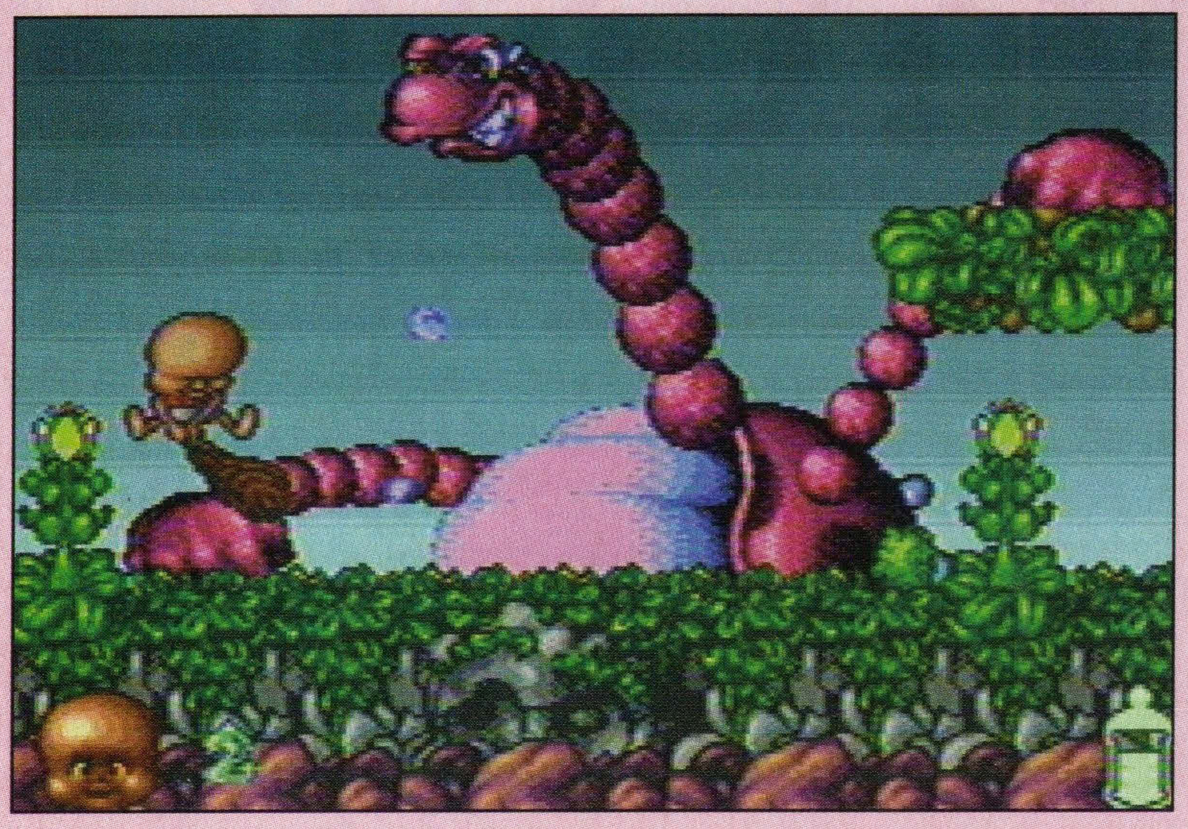
Unfortunately, despite the pleasing platform play of *Chuck Rock II*, the lack of a password feature or continues puts a substantial dampner on proceedings. The early level are fun, but once solved (and there's nothing too taxing mentally here), repeated play provokes boredom. And repeated play is needed as lives soon run out on the later, tougher levels which are probably designed to hide the game's relative smallness. The balance between frustration and addiction isn't well enough weighed to keep you plugging on. This is a real shame, as everything about *Chuck Rock II* is joyful and entertaining, with many subtle and welcome enhancements over its A1200 father. Hardened platformers will, of course, appreciate the challenge and it's still an impressive support act to Core's excellent *Bubba 'N' Stix*. Recommended then, but with some reservations. □ *MCW*



"All in all, this might be the first time that a CD32 games intro sequence (which is excellent and very funny) has been matched by the game itself..."







Profile

1 PLAYER
3 SKILL LEVELS
✘ SAVE GAME
✓ CD32 ENHANCED
Brilliant colours, excellent tunes for each level and neat sonics.

PROS: Very pleasing, satisfying gameplay, with well increased step up in difficulty and delightful graphics. Chuck Junior in particular is a great sprite, and the bonus games between levels are enjoyable.

CONS: The lack of save positions or passwords is a cheap trick to disguise the relative smallness of the task in hand. Means game does get repetitive.

GRAPHICS
SOUND
GAMEPLAY

86%

review

Hype drove the original banal *Zool* to 90% in most other Amiga mags, now the sequel's arrived it too has been acclaimed one of the best platformers ever. High praise indeed considering how many excellent games of this genre we've seen this month...

ZOOL 2

● PUBLISHER: *Gremlin Graphics* ● PRICE: *£29.99*
● DEVELOPER: *In house* ● OUT: *Now*

The mega-project that is *Zool 2* originally came in two, A500 and A1200 versions. The CD32 game take the latter, 256-colour game and adds brilliant CD soundtracks, Silicon Graphics rendered intro and interlevel sequences, plus an entirely new level never before seen. It's hardly pushing the CD32 to its limits, but it's still pretty impressive extra value-for-money isn't it? Well, the CD soundtracks are neat, the intro sequences slick and easy to abort if you want to get straight onto the game, but the most tempting enhancement – an entire new level with three sub-levels – turns out to be something of a distaster.

Paper Level runs with the appropriate backdrop of massed rolls of toilet paper, a cruel but concise criticism of the gameplay. The first time you play the level simply seems a little boring; rather than maxing out with CD wizardry on this CD32-only level it looks like a reject wisely left out of previous version. Initially it works well as an easy introduction to the game proper, but repeated play becomes annoying. Whenever some interesting puzzle defeats you later on, back you go to Paper Level with levels you can play with your eyes closed. Replaying levels to get back where you died is always somewhat annoying, but the tedium of Paper Level makes restarting positively painful. In truth, Gremlin should anyway have included some continues or password system, Paper Level just rams the point home with added force. Even its CD music is awful.

Swan Lake, by contrast, has a good soundtrack, some fantastic, imaginative graphics and a few decent puzzles. It's fun to play for a while and the lure of later, even more attractive levels provides an addictive hook. Yet after a while even this wears thin. While *Sonic* and *Mario* embellish the basic simplicity of a platform game with plenty of fun puzzles and masses of enjoyable bonus scoring opportunities, *Zool 2* takes a distinctly British approach. In the Japanese games you find the exit and that's it, the collectibles are just bonuses to enhance gameplay. In *Zool 2*, there's a bank teller's approach – if you haven't collected enough tokens you've got to go back and get them. Time and again I've struggled through to the exit, only to be turned away and forced to retrace my steps. A lot of the fun of games is having a choice, being able to take or leave the bonus items as you like. With *Zool 2* you can't just zip along, you have to take your time collecting rings like a greedy little horder, exploring every nook and cranny for yet more loot. It's perfectly British in its anal-retentive meaness. Even the points bonuses are miserly, a measely 10 points rung up for every item rather than the hundreds *Sonic* or *Mario* offer. In my opinion, the 100% ring requirement is not so much a gameplay element as a means of covering up lack of puzzles with a time-consuming, but unenjoyable task.

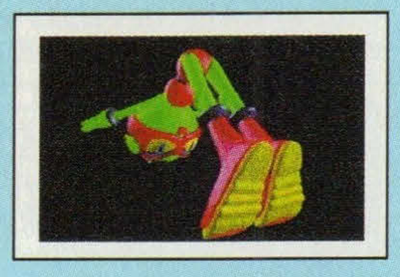
Zool himself is a less than ideal platformer character anyway, this strange, bemasked mouthless alien who'd look more at home in a slasher flick than a cute platform game. There's no zest in this expressionless cipher, no joy when a level is complete. Maybe Gremlin should look at the cartoon antics of Bubsy and loosen up a little.

Also worthy of improvement is the soundtrack, the CD music may sound great for the most part, but like the Lotus games selecting the music means there's no sound effects. In a Mario game the distinctive reward FX for various collect-'em-ups are a key part of gameplay, underlining success and encouraging good play. Zool, by contrast, is entirely silent but for the music and this just emphasises the often confusing graphics, tiny energy hearts disappearing in the mass of vivid, fast-moving sprites.

Games like *Bubba 'n' Stix* prove the British programmers can program classy, imaginative platformers, but so far Gremlin only seem able to capture the look of an exciting platformer, with none of its heart. *Zool 2* isn't a bad game, in places it's very good with a few neat puzzles and graphics. But overall it simply doesn't live up to its potential, too many vital elements are fluffed and misplaced. □ *SSW*









"There's no zest in this expressionless cipher, no joy when a level is complete. Maybe Gremlin should look at the cartoon antics of Bubsy and loosen up a little, maybe."



Profile

1 PLAYER
3 SKILL LEVELS
✘ SAVE GAME
✓ CD32 ENHANCED
New Silicon intro and inter-level flashes of the new Zool side-kick.

PROS: Bright, 256-colour graphics with some truly imaginative, surreal levels. the Cd soundtracks are mostly of good quality.

CONS: The 'bonus' level is banal, providing a very poor start and the game's overall feel fails to live up to the visuals, which are themselves occasionally quite confusing. Not enough new ideas to justify a sequel.

GRAPHICS
SOUND
GAMEPLAY

70%

CD32 OUT NOW!!

AMIGA CD32 Commodore

TROLLS

FLAIR SOFTWARE

EVERYTHING WE DO – IS PLAYED BY YOU

CD32 OUT NOW!!

AMIGA CD32 Commodore

Dangerous STREETS

FLAIR SOFTWARE

SURF NINJAS

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Summer OLYMPIX

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EVERYTHING WE DO – IS PLAYED BY YOU

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AMIGA CD32 Commodore

WHALE VOYAGE

neo

FLAIR SOFTWARE

CD32 OUT NOW!!

FLAIR SOFTWARE

EVERYTHING WE DO – IS PLAYED BY YOU

Microvalue/Flair · Meadowfield House · Ponteland · Newcastle · England · Tel 44 661 860260 · Fax 44 661 860270

review

BEAVERS

● PUBLISHER: *Unique* ● PRICE: *£25.99*
● DEVELOPER: *Grandslam* ● OUT: *Now*

After the double bill horror of *The Seven Gates Of Jambala* and *Chambers Of Shaolin* last month, the irrepressible Unique have boldly bounced back with another potential challenge to the laws of decency and good taste, *Beavers*. From the superb intro to the game itself though, *Beavers* packs a helluva custey punch, so as to almost erase the memory of its predecessors.

A CD-spooled intro perfectly sets the scene, your beloved beaver girlfriend has been abducted from your comfortable abode, with you left flattened on the floor. The first level of your rescue attempt is a tough *Hunchback* variant, with rivers to avoid, bears to jump or spin attack and stars to collect. And it's all got to be done lightening fast with an unstoppable horizontal scroll flattening you if you hesitate.

The graphics are fat, bright and successfully cartoonish, enemies such as the jumping fish look great, while Jethro the Beaver has bags of personality. He runs, jumps, slouches and even whistles for help from friendly forest inhabitants. Whether or not the forest critters come running depends on Jethro's charisma level, which is boosted by collecting charisma stars!

The game's own charisma is boosted by level two, which varies the platform style by dropping the forced scroll and introducing puzzle elements. There's a maze of caverns and burrows, heavily populated by both enemy animals and energy-increasing charisma stars. Secret doors transport you to other dungeons, whilst numerous special weapons can be picked up and hurled at baddies. At first, this level is a little frustrating with some tunnels leading below the play area to sudden death, while enemy critters are darn fast to attack. But soon enough the layout is learned, weapons collected and you become a very concentrated, industrious beaver, scurrying about like mad.

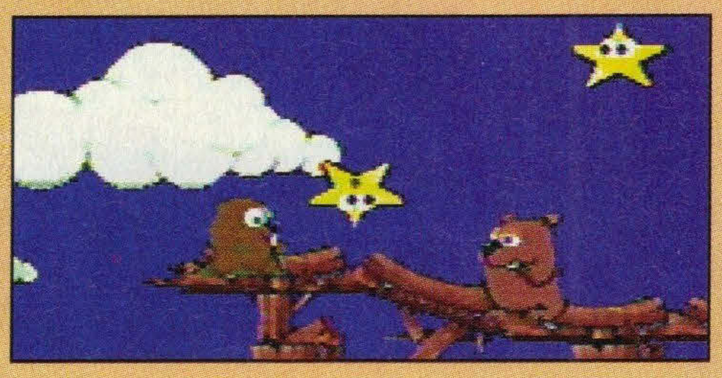
As you progress further, the gameplay mix adds fun new elements like the delightful *Jack and the Beanstalk* gimmick. Collect some mushroom seeds then sprinkle them before you to grow a huge, climbable mushroom. Other neat power-ups include a spanner enabling you to repair various devices, such as lifts, and this all adds to the sense of adventure.

A large reason why the game proves so addictive is the contrast between the simple looks and the less-than-easy difficulty level. *Beavers* bounces along with a cheery *Sesame Street* tune, glowing with big dumb graphics like the fat, giggling stars, yet keeps jumping up and killing you! It just looks far too cute to be so darn difficult, and it's very hard to put the thing down.

On the minus side, the yellow Quit button is hugely annoying – all the buttons have functions and when you're in a panic it's all too easy to hit the yellow one by accident. Also, whilst the graphics have a certain aesthetic appeal, this still doesn't look like the sort of game you *should* be playing on your CD32. The graphics may be cute, but they're not 32bit AGA mega-sprites. With all those exciting bits of mechanics lurking beneath the ugly grey overcoat of the CD32, it somehow doesn't seem fair to be playing such old fashioned games.

Overall, this is a strange package. The style and presentation fool you into thinking you're playing kids' stuff, yet some of the tougher levels would put a lot of children off. Thankfully, there's a password given every six levels, but six levels is a large chunk to complete in this game – believe me! *Beavers* isn't the best platformer around, and I'd have preferred it to be at a budget price point rather than a full £25 whack, but nevertheless, there's quite a bit of action to be had in this deceptively simple looking game. Check it out to see if you fancy a challenge smarter than your average bear (beaver). Sorry. □ *MCW*







"The graphics are fat, bright and successfully cartoonish, enemies such as the jumping fish look great, while Jethro the Beaver has bags of personality."







Profile

1 PLAYER
3 SKILL LEVELS
✓ SAVE GAME
Passwords every six levels.
✓ CD32 ENHANCED
Marvellous intro.

PROS: The graphics are cute and characterful, with some of the animal quirks being very amusing. The variety in the levels makes initial gameplay quite absorbing as you try to suss out what kind of game this is.

CONS: Some may not enjoy the games fairly cruel justice, with the yellow quit button being a poor substitute for more forgiving game design.

GRAPHICS
SOUND
GAMEPLAY

75%

review

While this is presented as Renegade's *Fire & Ice*, Andrew Braybrook is a programmer at least equal to such headlining celebrity coders as the Bitmap Bros, Archer McLean and David Braben. *Gribbly's Day Out* and *Paradroid* rank among the best games ever, so does *Fire & Ice* match up?

FIRE & ICE

● PUBLISHER: *Renagade* ● PRICE: *£29.99*
● DEVELOPER: *Graftgold* ● OUT: *Now*

Sometimes expectations are all. Come to *Fire & Ice* believing the hype on the cover and you might come to despise both the game and magazine which recommended it. For all its wit and imagination this isn't a game to rank alongside *Rainbow Islands*, nor *Mario* and *Sonic*. Our Cool Coyote hero is a misbegotten sprite, he looks more like a bumbling supporting character than a star and his size makes a tough game even more so. The ability to fire ice pellets may sound a bit more useful than jumping on enemies' heads, but if you leap to avoid an enemy an instinctive motion to jump on their heads is lethal. Similarly, when falling downwards a casual contact which would rack up the points on Mario gets you killed here. Some compensation comes in the form of masses of power-up weaponry, but exploiting them in-game can be confusing. In short, *Fire and Ice* doesn't feel quite right, you can't instantly get into it and success depends a bit too much on memorising enemy attacks which are otherwise too fast.

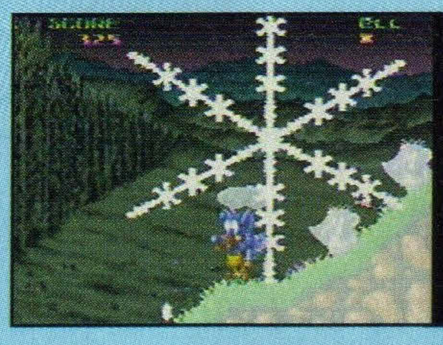


Yet if *Fire and Ice* isn't a genuine Braybrook classic, it has enough magic to qualify as some kind of cult masterpiece. While most people might find it overly annoying, especially if expecting something like *Mario*, for others this is all part of the magic of a game that's drifted away from mainstream success. Whatever the last irritation, like the fact that the invulnerability following a death is eyeblink long, then the game springs up and delivers a new wonder.

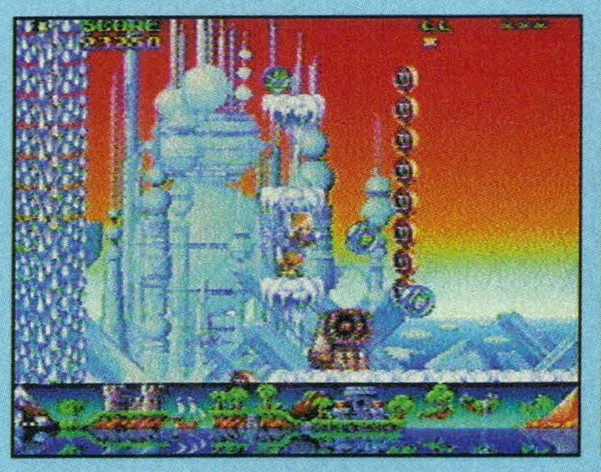
The new, tweaked CD32 version is packed with little touches of genuine magic. Smart bombs, for example, are collected by shooting perfectly animated storm clouds which drop superbly detailed snowflakes before spitting out brilliant lightning forks. Then there's bridges formed by sparkling ice crystals, the way zillions of bonus points swirl about to reward the latest pick-'em-up. All of which is on top of quite possibly the most gorgeous, exquisite CD game soundtrack yet. The delicate tunes may not have the simple, encouraging beat of a *Mario* or *Sonic*, but they are still utterly glorious to listen to.

As platformers go, *Fire & Ice* is original, imaginative and rewarding. The numerous and varied worlds are split up into the usual sublevels, end-level monsters concluding each world and ranging from disappointing yetis to fabulous flying machines. Not all worlds are up to the magnificent ice levels – the Scottish one is rather weak – yet the overall quality and variety is stunning. *Fire & Ice* is a truly wonderful game, but it's also quite often an annoying one and should be approached with some caution. □ *SSW*





Training Mode allows you to play any of the first four worlds. Here, Cool uses his Snowflake Smart Bomb on the Scottish level.







"Yet if *Fire and Ice* isn't a genuine Braybrook classic, it has enough magic to qualify as some kind of cult masterpiece..."



Profile

1 PLAYER
1 SKILL LEVEL
✘ SAVE GAME.
✓ CD32 ENHANCED
Splendid CD audio and some graphical tweaks.

PROS: At its best, this is one of the prettiest, most imaginative and most musical platformers to appear on CD32. Gameplay is original, varied and ambitious with many neat touches to reward perseverance.

CONS: The main sprite is a bit of a mess and his size makes fatal collisions all too easy. Gameplay as a whole is fiddly and can be rather annoying.

GRAPHICS
SOUND
GAMEPLAY

87%

review

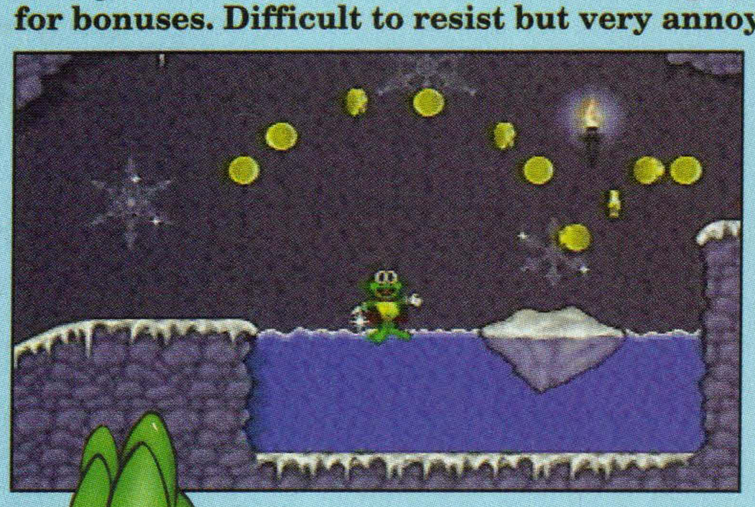
SUPERFROG

● PUBLISHER: *Team 17* ● PRICE: *£14.99*
● DEVELOPER: *In-house* ● OUT: *Now*

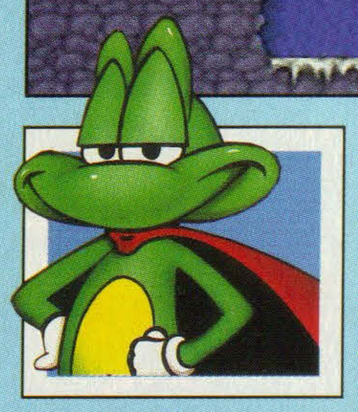
Just as *Project-X* was Team 17's homage to every side-scrolling blaster under the software sun, so *Superfrog* is a knowing assimilation of every (good) platformer from the year dot. Pop Mario, Sonic, Chuck, Bubsy and Zool into the blender and the multi-coloured drink that would emerge would be a *Superfrog* milk-shake – shaken, not stirred. What makes this frog so darned popular?

Team 17 aren't subtle in their appreciation of other people's work, and *Superfrog* will be instantly familiar to anyone who's dabbled with the seminal platformers of the 80's. Graphically, *Superfrog* most resembles the Mario games, with bright, simple, yet highly effective backdrops that create a satisfyingly convincing other-world, as well as some more specific similarities (collecting coins, tortoises that are uncannily similar to Koopas). Gameplay is an enjoyable cross between Sonic and Mario, with *Superfrog* playing much faster than the Nintendo plumber, but still maintaining the pixel perfect character control that's essential for platformers.

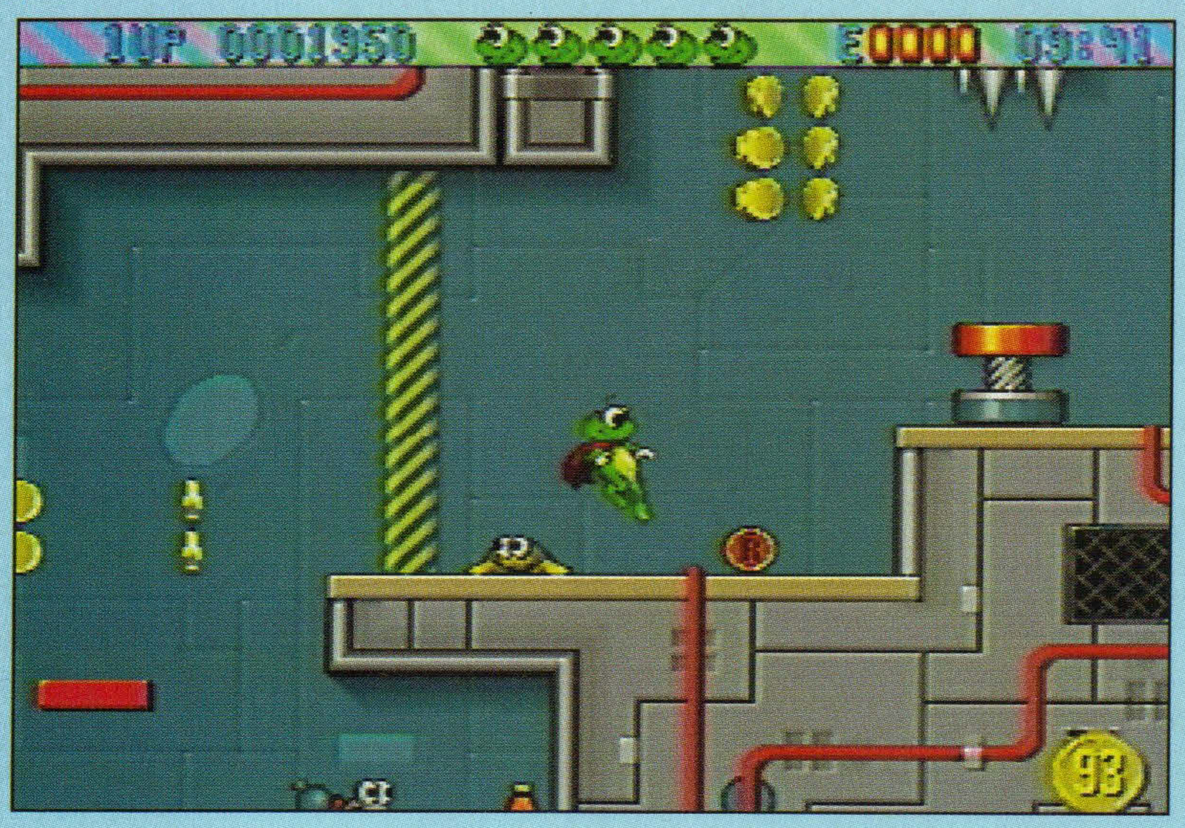
Whilst Team 17's programming abilities are rarely questionable, their scenarios invariably are. *Superfrog* features a groan-inducing riff on the old princess kissing a frog routine, only this frog has to rescue her first. There are six, large levels (a forest, castle, fun park, pyramid, ice mountain and outer space), each split into plenty of mini, themed levels. A set number of golden coins must be collected before you can exit, and a timer gives incentive to be quick as there's bonus points for speedy times, and a booby prize of reverting to a plain, un-super frog if time runs out. Complete a section successfully, though, and a one-armed bandit will tempt you to gamble your points for bonuses. Difficult to resist but very annoying when you blow it all!



As in all good platformers, the nimble Superfrog can collect a variety of power-ups and special weapons to make life easier, including wings to fly, invisibility pills for immunity, speed pills (slow down and speed-up), Lucozade for extra energy and time, plus destruction-spuds, which can be thrown at all enemies. The greed factor is healthy, with loads of jewels, fruit and goodies to scoff and collect. Levers and buttons are littered throughout the strange worlds, usually triggering actions you won't realise until later, but you'll learn to leave some of them well alone. You've been warned!



"... this has all the features and doobries you'd expect of a good platformer, but it's the attention to detail that raise this above the majority of CD32 software."



Basically, then, this has all the features and doobries you'd expect of a good platformer, but it's the attention to detail that raise this above the majority of CD32 software. The graphics throughout are wonderful; the way Superfrog himself interacts with the backgrounds is highly impressive. The icy ground in the Fun park has you slipping and sliding all over the place, making accurate jumps difficult and slow descents down hills impossible. Similarly, the oozing slime in the Castle suddenly makes the game a bizarre, slap dash comedy with Superfrog tumbling into baddies and over ledges. It's terribly frustrating but terrifically enjoyable.

The password system is a godsend, and it's a huge relief when a level has been completed and you know you don't have to go back. However, it's all so much fun that you'll often find yourself returning to earlier levels for just one more high score attempt. Scoring is highly addictive, and it's a testament to the game's playability, as few platformers inspire obsessional high score junkies. There's also heaps of bonus rooms, hidden ledges and peculiar power-ups to discover, but none of the levels are so large or unwieldy to warrant mapping, and this adds to the arcade feel. This is certainly more of an action-platformer (cum blaster) than an arcade adventure, so avid cartographers beware. This is too much fun to bother drawing.

Superfrog is a great game then (there's even a *Project-X* bonus game tucked before the last level), which is bound to create a whole new legion of frog fans. It isn't that large an adventure, the lack of enhancements is regrettable and the slightly dated, English look to this game may put off potential buyers, but at the price it's great value for money, with a lot of fun to be had. Well worth investigating. □ *MCW*



Profile

1 PLAYER
3 SKILL LEVELS (+3 lives settings)
✓ SAVE GAME
Handy password system.
✘ CD32 ENHANCED

PROS: High quality, if slightly old-fashioned graphics, with Superfrog and his foes nimbly animated alongside the atmospheric backdrops. There's loads to see, the difficulty curve is well staged and at £15, it's excellent value for money.

CONS: Next generation kids may be put off by the dated gameplay and 80's sprites. Experienced players should crack the game pretty quickly.

GRAPHICS
SOUND
GAMEPLAY

85%

WIN

a Super Nintendo + Game

0839 40 7085



WIN

a Sega Megadrive + Game

0839 40 7086



WIN

a Sega Mega CD + CD Game

0839 40 7087



WIN

an Amiga A1200 + Game

0839 40 7088



WIN

an Amiga CD-32 + CD Game

0839 40 7089



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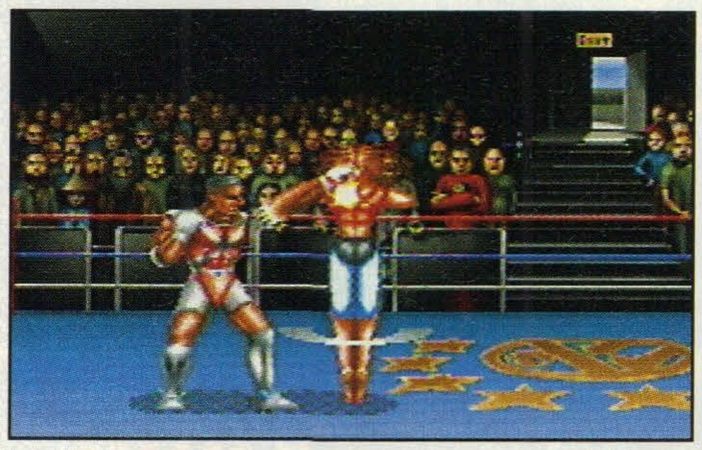
review

GAMER GOLD

A1200 versions of *Body Blows* and *Body Blows Galactic* established Team 17 as *the* ultimate Amiga software house. Both games combined slick, super-fast animation with furiously compelling gameplay, rivalling even the SNES *Street Fighter II*. Unsurprisingly, for their first enhanced CD32 title Team 17 chose a *Body Blows* variant, instantly tipped to be *the* game of '94...

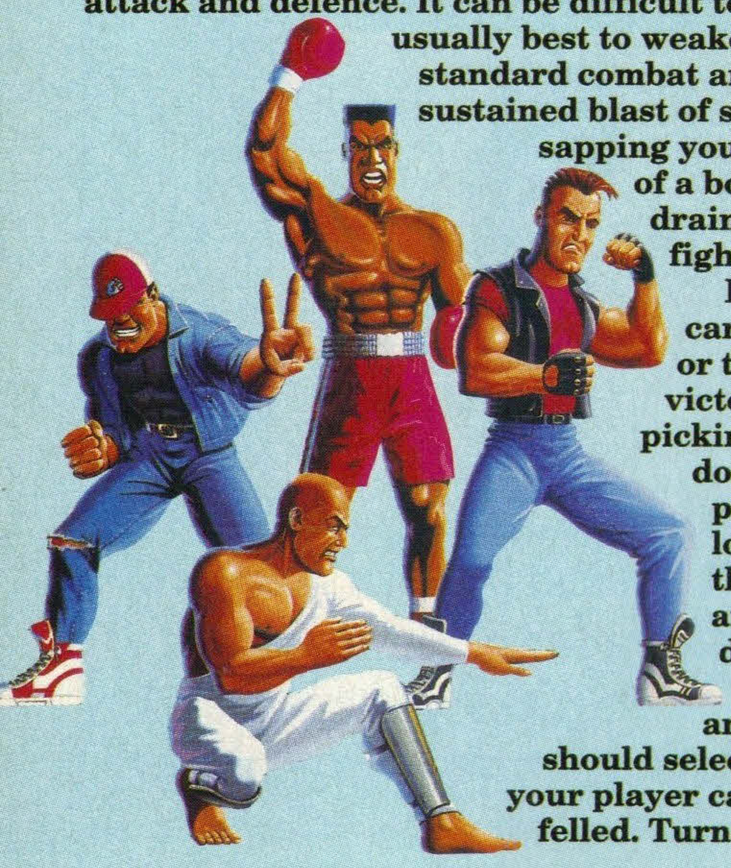
After testing the water with predictable budget re-releases of their impressive back catalogue, Team 17 have pulled out all the stops with their latest release. *Ultimate Body Blows* is an enormous combination of its two A1200 predecessors, featuring twenty-three characters to choose from, fantastic 16 track CD music, a brilliant new tag-team option and great snatches of sampled speech for each character.

If you start playing the game on a normal one or two player game, the detailed sprites and fantastic 256-colour backgrounds impress, but gameplay seems unremarkable. However, choose one of the two turbo speed options from the menu and you're blown away by the speed this game plays at. It's just unbelievable to watch and play, with fighters jumping, spinning and flying across screen faster than any beat-'em-up I've ever seen. Upping the speed even more are a variety of special moves. For example Yitu, one of the more agile fighters, has a high speed attack that literally leaves him just a blur whizzing across screen to body check his bewildered opponent. Similarly Inferno, a fighter made of fire, can whip his body into a spinning Catherine wheel.



Each fighter has one special move available alongside the standard six or eight punches, kicks and blocks. Some of these special moves seem ludicrously unfair at first, characters such as Techno the robot having side-mounted missiles. Then there's the enormous Sumo player Dug whose jumps create earthquakes or another character whose icy breath briefly immobilises his opponents. However, the fighters in *Ultimate Body Blows* are well designed with special moves always compensating for speed or strength deficiencies. Dug and Techno are both relatively slow players who can be danced around by more nimble fighters, but if they get a grip, you suffer. Techno in particular has extraordinary strength, and an extending arm can whip across and grab opponents by their neck, pulling them in to feel his enormous hydraulic hands.

A power bar for special attacks needs to be monitored as they cannot be implemented endlessly, and most special moves can be repelled with quick reactions. Timing is crucial, however, both in attack and defence. It can be difficult to restrain yourself, but it's usually best to weaken your opponent with standard combat and then finish them off with a sustained blast of special powers, rather than sapping your special move bar at the start of a bout and leaving yourself drained towards the end of the fight.



In one player mode, matches can be either individual deciders or the best of three, with your victory leading to the computer picking your next opponent randomly. This random selection process means that it takes a long time to progress far into the game, since competence and knowledge of each player's distinctive attack patterns and strategies must be carefully and painfully learnt. Beginners should select the Mercy option which lets your player catch his breath after being felled. Turn it off and the computer controlled opponent won't give you room to stand up.

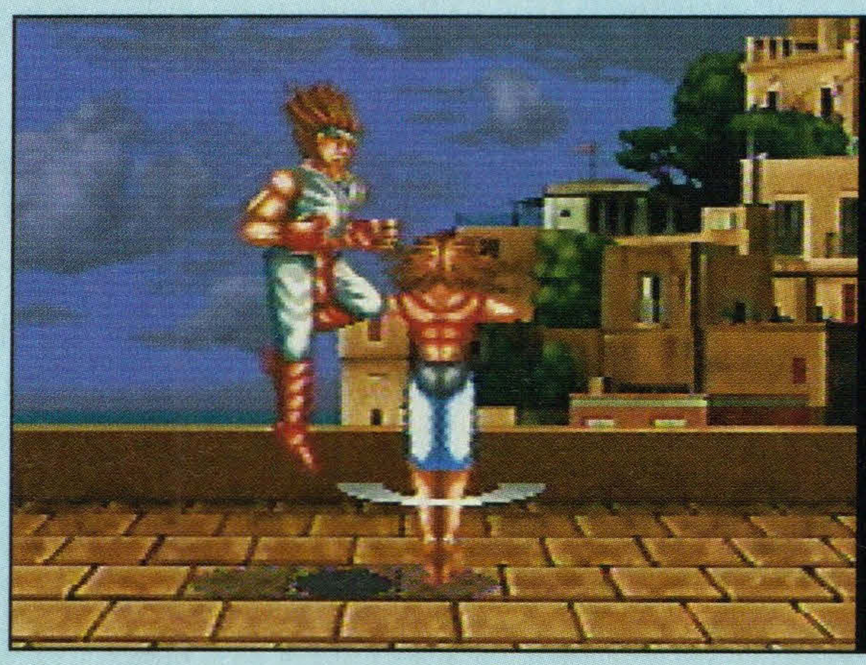
At first, some opponents seem almost invincible: Azona, a bronzed female warrior hovers on a gold surfboard and can fly towards you at high speed, then flip backwards, sending the board into your face before catching Azona from her back flip mid-air. Dino the dinosaur looks slow and cumbersome at first, promising an easy victory, but a smaller dinosaur which rides Dino's back can fly out and attack you, forcing you to defend whilst Dino scuttles forward and snaps at your legs with his powerful jaws.

It is the enjoyable variety and imagination of the fighters in this game that makes it so magical. Every single character seems inspired by a Marvel comic hero, with truly cartoon-like appearances and brilliantly imaginative attack patterns and special touches. Many of these sprites are stunning. Ninja, a hooded sword fighter, looks a pretty tough opponent as soon as you see him brandish his sword and leap through the air at you. Then, suddenly, he seems to vanish, until you're knocked to the floor and catch a shimmer in the background that is but a tell tale ripple of the invisible fighter. The effect, identical to the *Predator* effect in the movie, is stunningly effective, leading to furiously compulsive play. Without resorting to hackneyed film licences or predictable icons, Team 17 have created a range of brilliantly inventive fighters to explore and enjoy, and it takes many days of play before a selection of favourites is picked.

The most exciting feature of this game however, is the Tag-Team option. Here both you and your opponent choose between two and twenty characters each. An enormous knock-out bout follows, fallen characters followed by the next in line while the winner's character stays on, with a modest boost to his or her energy to keep things interesting. The ability to either order your fighters or let them be randomly selected makes for enormously exciting play – and mega long bouts of action! The CD32 pad didn't know what had hit it!

This superb feature, along with the enormous number of players to experiment with makes *Ultimate Body Blows* just about the biggest and best beat-'em-up going, and certainly unrivalled on the CD32. Console fans may scoff at the lack of special moves – there's no strings of special combinations available – but who wants to learn all those special moves? Tap left twice and hold down three buttons for six seconds for a super punch. Bah! This game is just too fast for a multitude of complicated attack routines, and the relatively small number of moves available eliminates the element of chance and luck prevalent in, say, *Streetfighter II*, where flukishness can make novices victors over seasoned addicts. *Ultimate Body Blows* is 100% skill and concentration with that rare magical ingredient that means you just don't want to stop playing, even when your hand's lost all feeling.

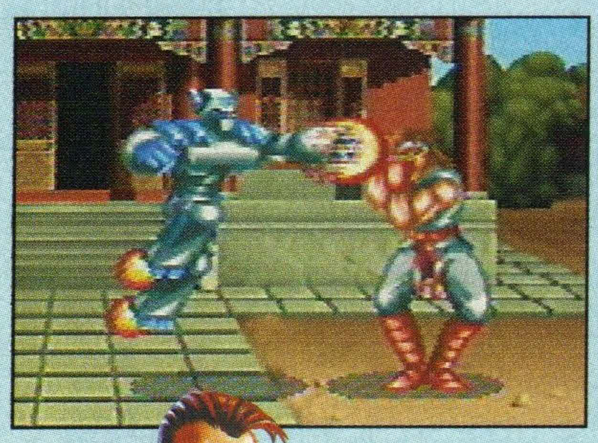
As a novice to the *Body Blows* phenomenon, I was wary of the bold claims made for this game, but after just a few minutes play I was transfixed and after a week, I'm completely addicted, indeed almost pathologically bonded to my favourite fighter, Yito (who's capable of extraordinary Dragon ball like leaps up off screen). Get this game and play it forever. □ *MCW*



Left, Maria performs a lethal spin attack on Yit-U. The special moves are so entertaining, you'll spend half your time pausing the game just to catch what they actually entail! And don't believe those nancy reviews that insist that the second turbo speed is too fast a setting to play the game on. Far from it, it's the *only* way to play *Ultimate Body Blows*.



ULTIMATE BODY BLOWS



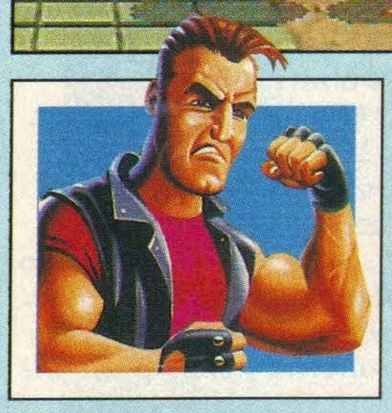


● PUBLISHER: *Team 17* ● PRICE: *£29.99*
● DEVELOPER: *In-house* ● OUT: *Now*









"Without resorting to hackneyed film licences or predictable icons, Team 17 have created a range of brilliantly inventive fighters... and it takes days of play before a selection of favourites is picked."



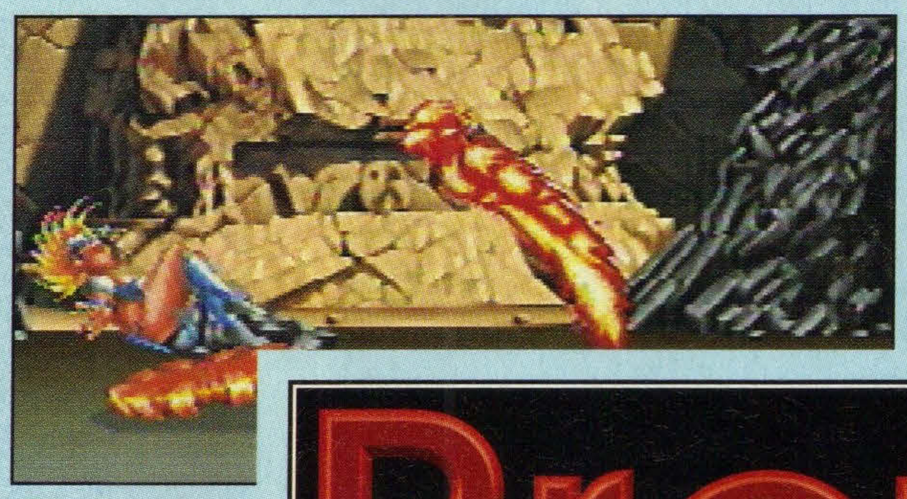


Above, two of the most unusual and disorientating fighters to go against, Inferno and Puppet The fire monster can spin towards you like a bolt of fire, and the puppet can jettison its limbs at you. Both are relatively weak but very fast.

Below, Yit-U blocks in an effort to repel Mike, the strange white shirt worker who can spin as fast as a hurricane and proves one of the toughest foes.











Profile

1-2 PLAYERS
3 SKILL LEVELS +3 speed options, normal, turbo 1 and turbo 2.
✗ SAVE GAME
✓ CD32 ENHANCED
256 beautifully used colours...

PROS: Great range of unique and enjoyable characters, plenty of scenery to admire, superb tag game, brilliantly atmospheric sound FX and digitised speech, and all round top notch gameplay that is unputdownable. Classic.

CONS: Some may be disappointed by the relative lack of moves available. They'd be idiots though.

GRAPHICS
SOUND
GAMEPLAY

93%

review

LOTUS TRILOGY

The original *Lotus Turbo Challenge* was a massive smash-hit on the A500 way back in 1991. Mega-sales were ensured by slick, fast graphics and a novel two-player mode. Sequels inevitably followed, now all handily bundled together for the CD32. But do they still make the grade?

● PUBLISHER: *Gremlin* ● PRICE: *£29.99*
● DEVELOPER: *Magnetic Fields LTD* ● OUT: *Now*

Lotus Esprit Turbo Challenge **is, unsurprisingly, both the oldest and weakest of the three games. Although the tracks are fairly fast and your car sprite credibly nippy, the scenery and overall look is dull, whilst rival cars drift aimlessly across the track providing no real opposition. Collisions merely result in a bit of wobbling about, as if you were in dodgem cars rather than Lotus's. For all three games, hitting just about anything is seriously undramatic – no spectacular spin-outs or explosions, just a few mph off the speedo. The original game is, in particular, a very stripped down operation. Refuelling stops are the only tactical element as there's no choice of tyres, cars or anything except music.**

The *OutRun*-inspired CD player screen, where you select your soundtrack, lives up to the presentation with real CD music. Unfortunately, the tunes are banal and playing them switches off the sound effects, which aren't that great either, but at least add a much needed sense of speed. One good point is the head-to-head two-player mode. This is what the game is designed for and with a chum to compete against the game's shortcomings can briefly be forgotten.

Lotus Turbo Challenge II **features noticeably improved graphics with lots more varied scenery, more obstacles and an improved illusion of speed. The usual options are available, including rallys or tournaments, but added excitement is injected through a *Virtua Racing* style of play. Basically this means the tracks are split into sections, each with rigid time limits. Too slow and you're instantly eliminated! Another good point is that in one-player mode, the splitscreen disappears – unlike the original where the bottom half of the screen is simply filled with a view of the pits.**

Computer-controlled cars still wobble around like jelly babies, whilst the extra obstacles are hardly radical enough to totally transform the generally insipid, uninvolving gameplay which marred the prequel. There is a save game to save slogging through the earlier tracks though, and while two-player mode omits overall race positions (it's just first or second place), it's still the best way to play.

Lotus III – The Ultimate Challenge **is another less than radical improvement over its immediate predecessor. Some of these tracks are quite impressive visually, with deserts and mountain tops in a variety of weather conditions being particularly nice, but there's also some bad ones; a chequered road being particularly nasty on the eye. The old earholes also get a bashing with yet more banal music, while gameplay suffers from the same old useless opponents doing their bit of Sunday driving.**

One nice touch is a custom track creator, allowing you to choose what obstacles, weather conditions and surface types you'd like (there's even the option of saving your design to disk). It's fun for a while, but the fundamental flaw with this game is its poor playability and lack of stomach turning visuals, making designing your own tracks an ultimately irrelevant bit of icing on a very boring cake. Far too often I progressed on tracks by just holding down accelerate and not even bothering to steer!

Overall then, while this three game pack may look good value for money, the three games are individually all rather poor. By comparison, Team 17's simple yet entertaining *F-17 Challenge* is available doubled up with the excellent *Project-X* for real VFM, whilst Gremlin's own *Nigel Mansell's World Championship* is much more playable and blessed with plenty of depth too. If Gremlin are planning a *Lotus IV*, they better have some serious gameplay changes planned. □ *MCW*

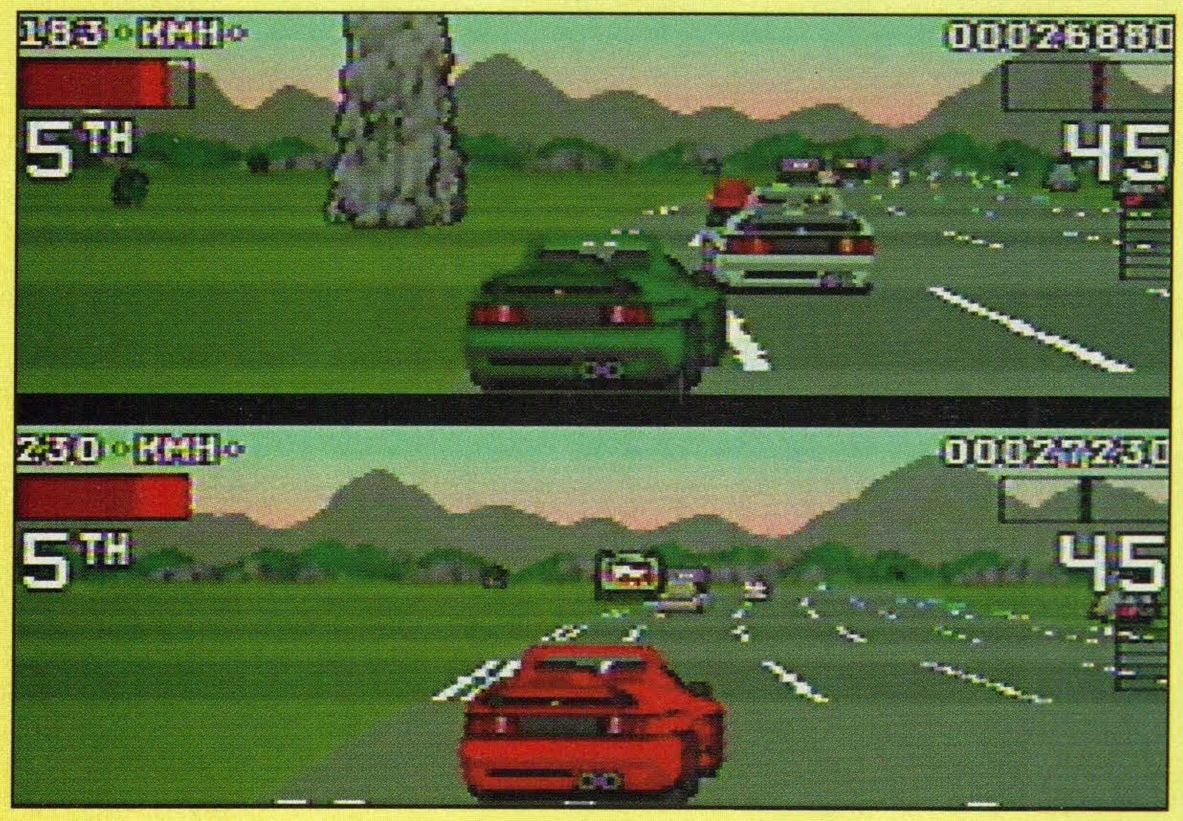




Far left, *Lotus I* in it's rather wasteful one-player mode. Left, the improved *Lotus II* and below, the decent *Lotus III*, best of a bad bunch, but *Ridge Racer* it ain't.



"Computer-controlled cars still wobble around like jelly babies ... extra obstacles aren't radical enough to transform the insipid, uninvolving gameplay..."



Profile

1-2 PLAYERS
3 SKILL LEVELS
✓ SAVE GAME
Password on *Lotus II* and *III*.
✓ CD32 ENHANCED
Enhanced tunes! More tunes!

PROS: The simplicity of all these games is their immediate advantage, and they're all acceptable to kill time with over a few hours, especially in two-player mode.

CONS: But the lack of contact with other cars and the dated, poor graphics make this very unappealing, especially when the inferior MegaDrive is playing host to *Virtua Racing*...

GRAPHICS
SOUND
GAMEPLAY

60%

CD32 GAMER GUIDE

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Six tantalising pages of alien action.

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Can Chuck's son save his Dad before his afternoon nap?

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That's Chris Myers of Torquay United that is.

70 FRONTIER — ELITE II
Explore the depths of the universe with our beginner's players guide.

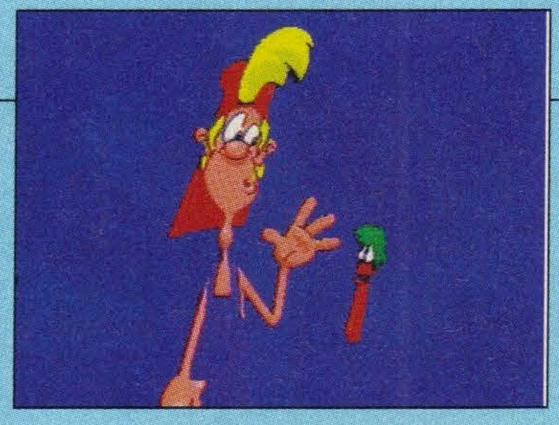
72 READERS TIPS
Who's up for a free game?

play guide

Who needs today's technology to produce a decent weapon? Walk out into the garden and get yourself a fat branch instead. Possibly one just like Stix who is all to willing to risk his bark in order to save his master's life. But doing that is no easy task so this guide is a big bonus to any boy/stick duo hoping for success.





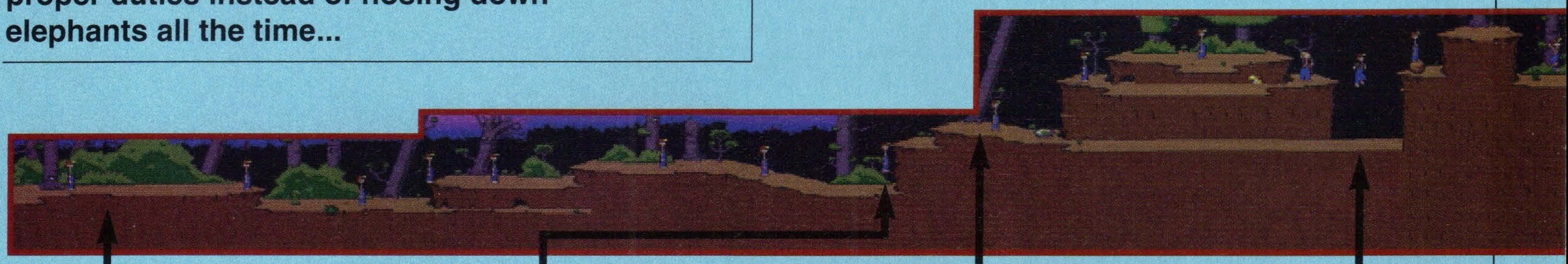




BUBBA'N'STIX

What trouble could a young boy and a loyal piece of wood encounter in an alien zoo? Lots and lots right? Correct. It's rife with mutant exhibits milling 'round wanting to cause a bit of aggro. If only keepers were to perform their proper duties instead of hosing down elephants all the time...

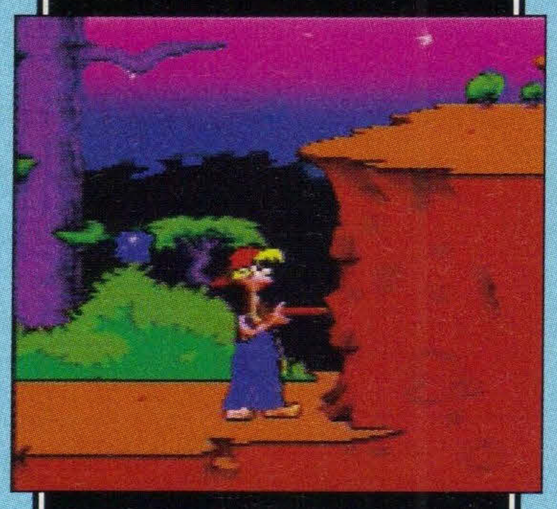
STAGE ONE

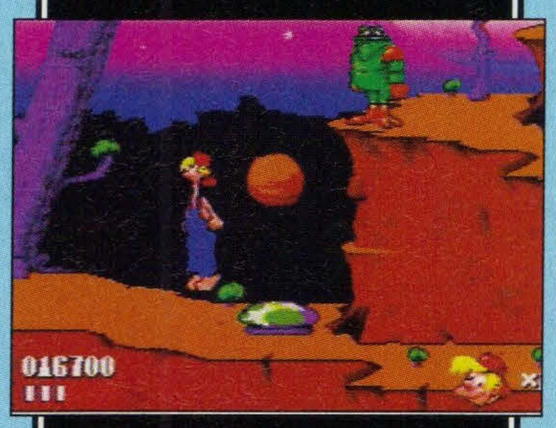




The stalking tree gives you grief right from the off, so lob your stick in the opposite direction, jump over it as it returns, and it'll hit the tree. Do this twice and the tree will shrink to the size of a bonsai!

If the platform is too high to jump over, you'll find a hole big enough to wedge your stick into. Voila! Instant platform!





To sort out the monster with the boulder, jump onto the big mushroom. The beastie will lob the rock at you, but it'll bounce back up and give him a serious headache.

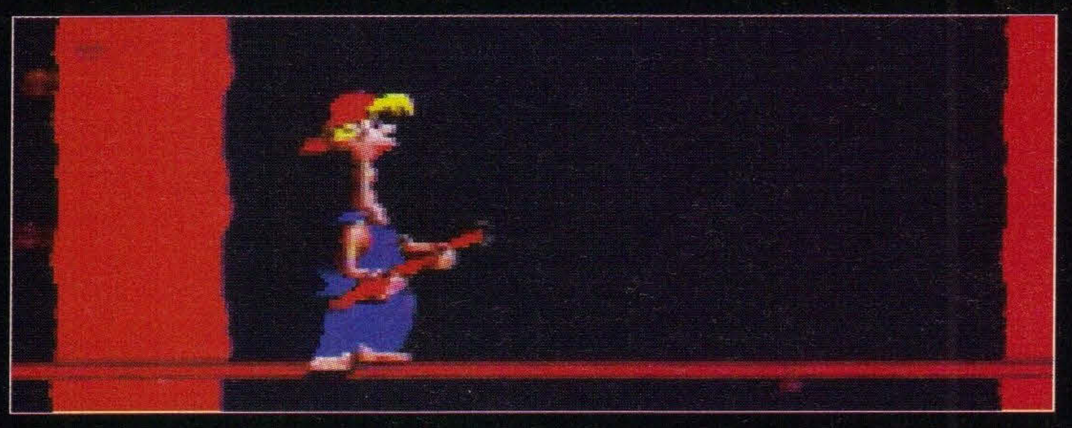
Use Stix to lever the boulder off the cliff, then bounce off the mushroom back onto the self-same boulder.





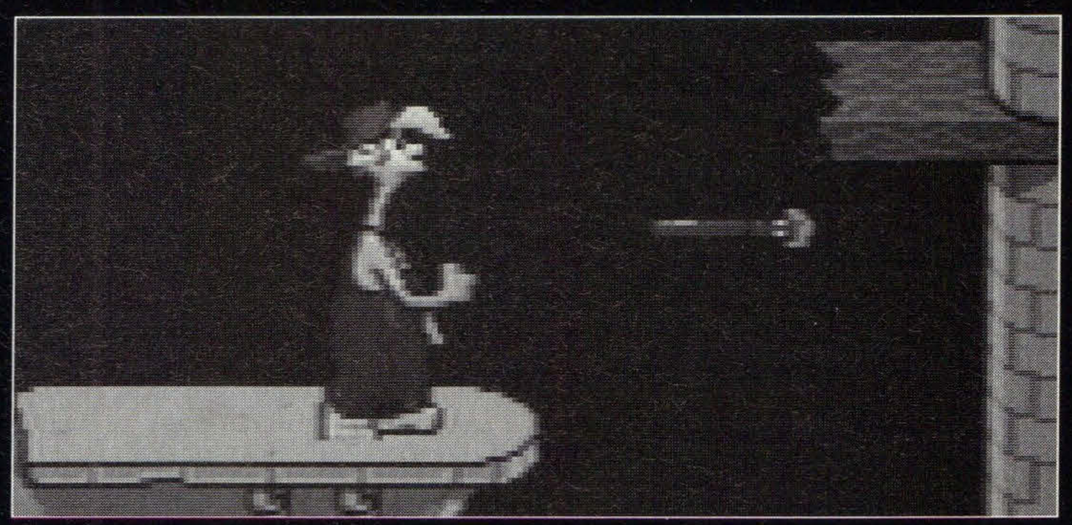
BUBBA BASICS

Tightrope: This is a treacherous part of any level. Repeatedly tap the D-pad in the direction you're going and if Bubba begins to wobble press down quickly and he should regain his balance.



STIX BIT

Multi-use: If you ever get stuck look around and see what objects are lying around as the stick isn't just used as a weapon. Barrels can be pushed over and simple looking stones knocked around to your advantage.





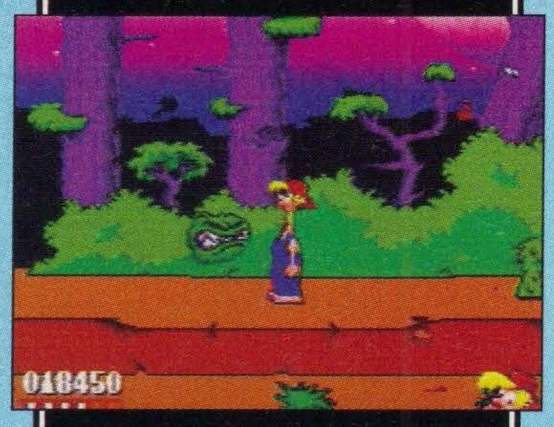






This is cool! Crouch, and bung the stick at the arguing aliens. The green one'll grab it, and clout his mate over the head. The wounded alien snatches the stick off him, and raises it into the air for you to jump on.

Beware of the apparently docile leaf aliens — if you don't biff 'em soon enough, they'll suddenly develop fangs and bite a chunk out of your dungarees...





This moblie tree doesn't need sorting out — just let it follow you to the side of the cliff, then wedge your stick into the hole, and hop from the stick to the top of the tree, and onto the cliff.

At this point, a hefty looking boss'll appear, but don't fret when he blasts you with his ray gun — it takes you to level 2!



play guide

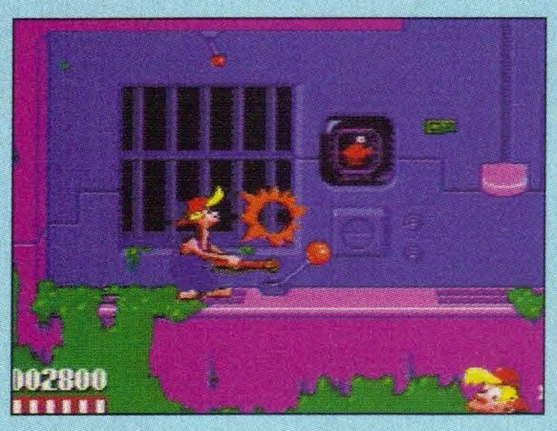
STAGE TWO

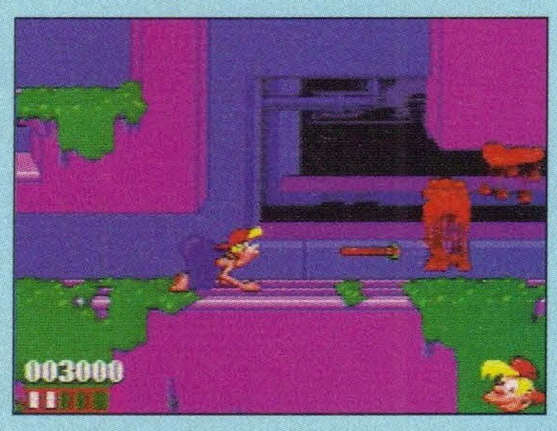






STAGE TWO - 7LRRF3H6G7



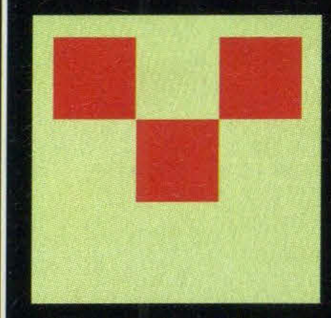


It's not much fun being locked in a prison cell so walk to the barrel and use Stix on it. The barrel will tumble over and begin rolling left and right. Don't let it crush you against either wall otherwise you'll lose energy. Instead jam Stix into the small hole in the left of the cell wall. This will open a circular vent to the far right. Walk to it and you'll be sucked out to freedom. Walk left and bash the small barrel. When the lid flies off, use Stix once again to stir the contents. Now walk left and hit the lever on the floor. An alien will pop out and make his way toward the barrel. Jump and hit the lever on the ceiling to activate the moving platform just to the left. Jump on and when you reach the top hit the switch down the tunnel to the left. Retread your steps back to the barrel and jump on the alien's rump to reach the second moving platform. Walk right to the teleport, knock the switch and step on.

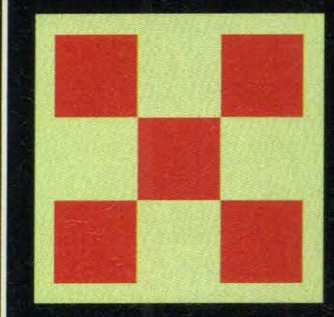
The major trauma of level two is to open four doors around the level. The following sections refer to the symbols on the doors.



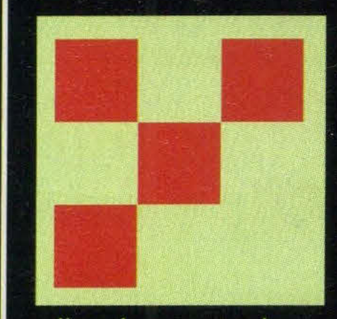
STAGE 2 SYMBOLS



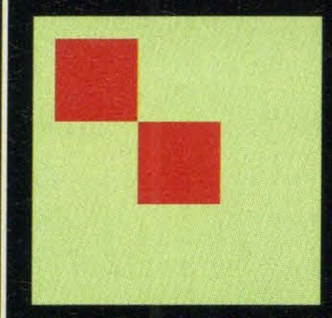
Using the teleport, go to Level Two, left and jump onto the platform. Continue left killing anything that happens to get in the way and you'll eventually come across a switch. Flick it on to produce a milk bottle. Back off to the platform and wait as the milk bottle will follow. Jam Stix in the hole near the platform and the bottle will jump up. Lead the bottle to the teleporter and send it to Level Four. Next go right and put Stix into the nearest hole so the bottle can get up before leading it to the alien who quaffs it down. Jump on the bloated body to be sprung to the platform overhead. Go left and hit the button before you to open door numero uno.



Go to Level Three using the teleporter and saunter right. A skateboarding alien will suddenly appear and you need to hit him off and get on board yourself. Follow this up by leaping off to the right platform. If you carry on right you'll eventually come across another switch. Once struck a ball will drop out. Knock the ball all the way to the teleport and send it down to level 2. Just to the right is a beach ball enabling you to reach a higher platform. This beach ball is also going to be have to be used later for doors three and four. Still go right only stop once you reach the electrified floor. The lever opposite should be struck once again with Stix to summon a lift to take you over the floor. Just get ready to duck.



Use the beach ball when teleporting to Level Two for the third door and smack it left of the teleport. Bounce on it and go right when you land to find a lever. Hit this to be accompanied by an alien. Send this new-found fella to Level Three. Follow it, and go left. There's a wall here but if you whap the alien you can use it as a trampoline to get over. Head left and you'll come across another electric floor. The alien here can be used to save getting frazzled, simply hit it and cross over on it. Stix comes in handy now to scale a couple of platforms and when conquered go right to reach the top (using Stix to help climb up) and then left to find the button for door number three.



Warp to Level Two again using the beach ball to reach a platform by knocking it left. Continue left and flick the switch to obtain a ball. Belt this back to the teleporter and and transport it to Level Four. Now go left, hitting the ball along over the blue button. The electric floor is no longer alive so you can cross it safely. There's an alien to the left but the ball gets rid of it so push it left to get the job done. Use Stix to knock the lid of a barrel, again to the left, stir it and leap onto the bubble. You will end up by a small switch which turns the fans on. Give the barrel another good thrashing with your stick and use the bubble that appears to get up to another platform. Head right and activate the button.





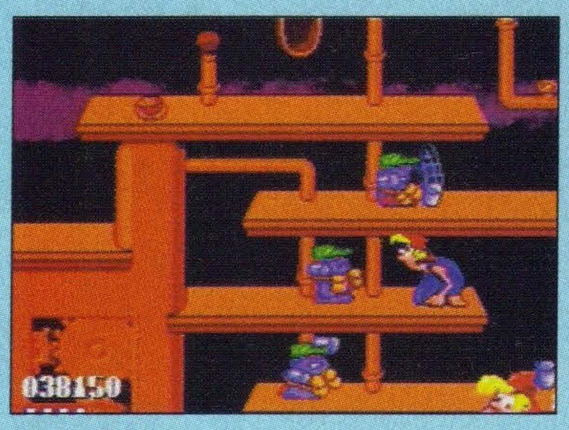


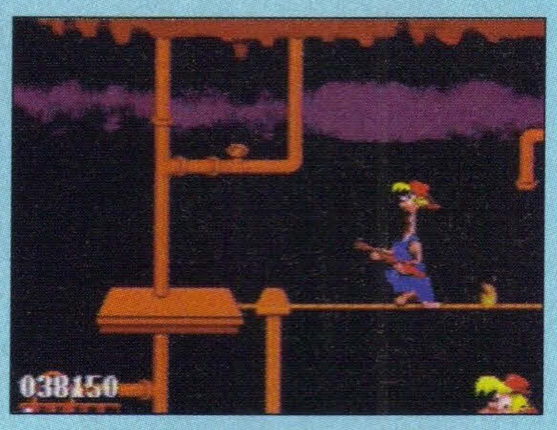
STAGE THREE

STAGE THREE

Code: 9YZN!6RYTG or

9VBDM!1!DN (for seven lives)

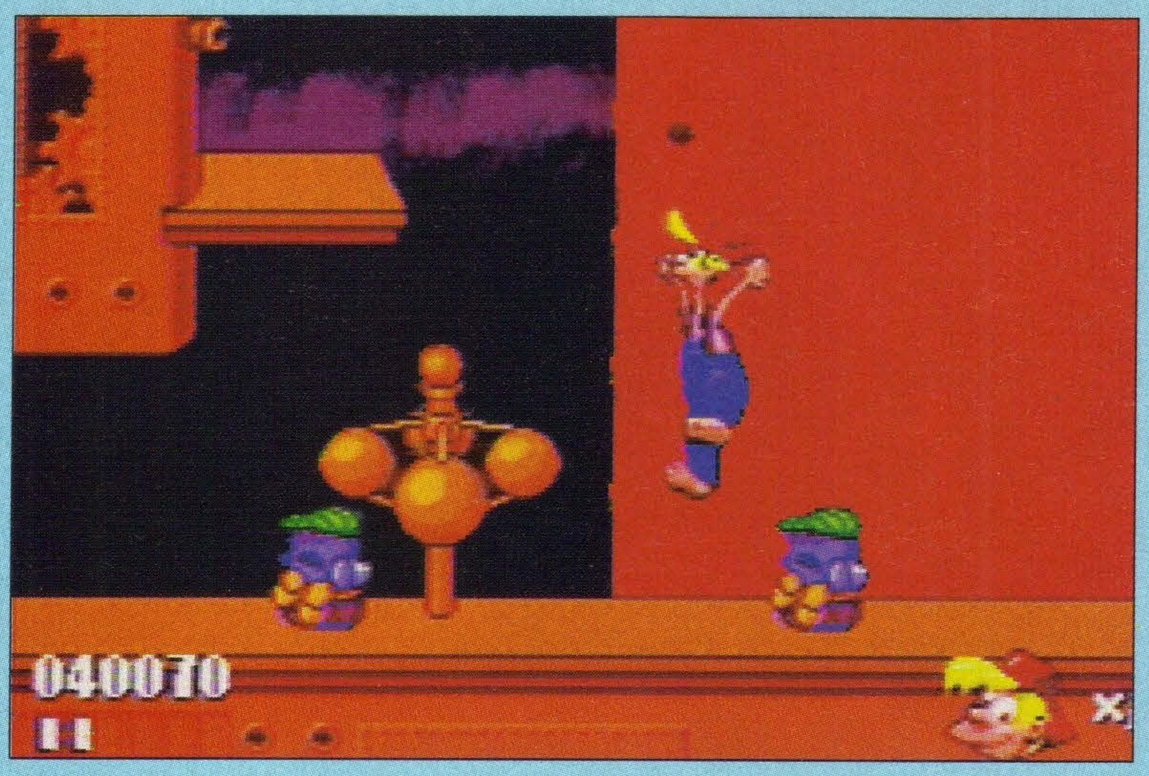




...Straight into the heart of a volcano! The first thing you need to do is take a running jump over the lava. The next jump can only be cleared when you knock the boulder perched on the edge of the left-hand ledge. Throw Stix behind it so that it hits the boulder from the other side. Use this as a stepping stone and head left killing the irritating bat. Just before the waterfall (after the two rotating stepping rocks), throw Stix at the stalactite jutting down. This will collapse, and start an earthquake.

Use the rock which falls into the lava to the left to cross to the other side and knock the round boulder on the top of the left ledge. Use Stix in the hole just below this to ascend to the top of the platform. Kill the bat creature and knock the small rock against the wall. It will bounce off, so knock it right across the precarious walkway. To cross this, tap right in quick succession to shimmy across. Once safe punt, the small rock into the geyser and stand on it.

If you manage to dodge the avalanche of rocks, use Stix in the hole to the right before jumping from rock to disappearing rock at the waterfall (it's an easy pattern to remember). Kill the bats to the left and swipe the plate that's on the bit of tubing. Continue left past the alien steam roller and walk across the golden button. Hit the steamer, and when it crushes the alien stand on the flattened body to be flung out of this horror.



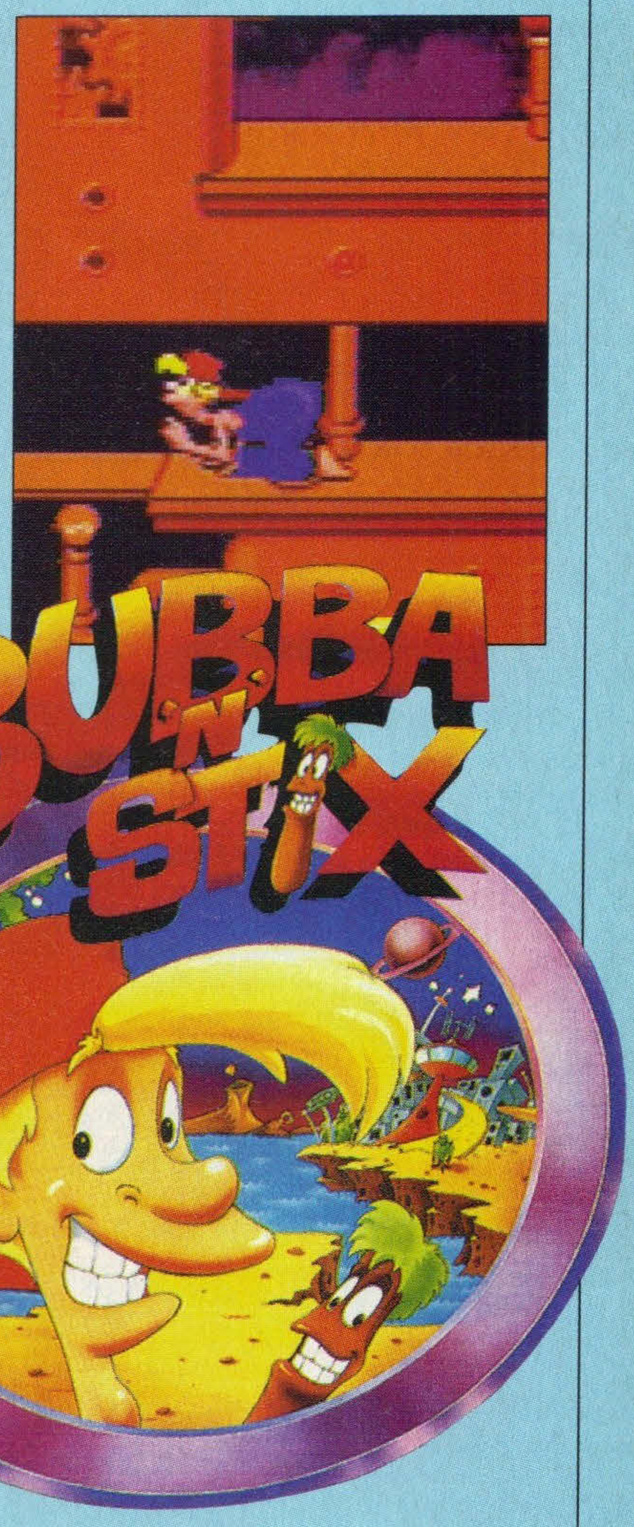
PART TWO

In part two of this fiendish level, the idea is to light seven lights enabling Bubba to get the hell out. If you loose a life during this level don't worry, the lights lit before the tragedy will remain on. When you arrive, run left to pick up the extras then go back right, jump on the alien, hit the switch and smack the bloke stuck in the funnel. Follow him down. Now go left, and jump over the pipe before the little green alien to avoid getting turned into a bubble. Use Stix in hole to the left. Go back in the funnel you just jumped into and turn into a bubble. Just before floating to the above platform, release Stix from the pipe to burst the bubble and pull left to land on the left platform. Hit mains switch.

Now, here's what to do next (deep breath); Use green floating eyed creatures to rise up to above platforms. Flick the small lever on the ceiling to the right. Now work your way down to the left using the inflatables to clear the lava and hit the main switch. Use life to go to the very top and go right. Stun hammer throwers and work down the tunnels to reach another mains switch. Tread on the pressure pad next to it. Use lift and go down twice. Crawl through tunnels to reach next mains switch. Use lift and go up once. Head left, jump on lava crane and onto tightrope. Shimmy across and continue right until you come up to a spinner against a wall. Wait till it stops and jump on it to reach the one above. Insert Stix into the outlet to get a drop of lava the other side of the wall. Get the other side by using the third spinning machine as a helpful platform.



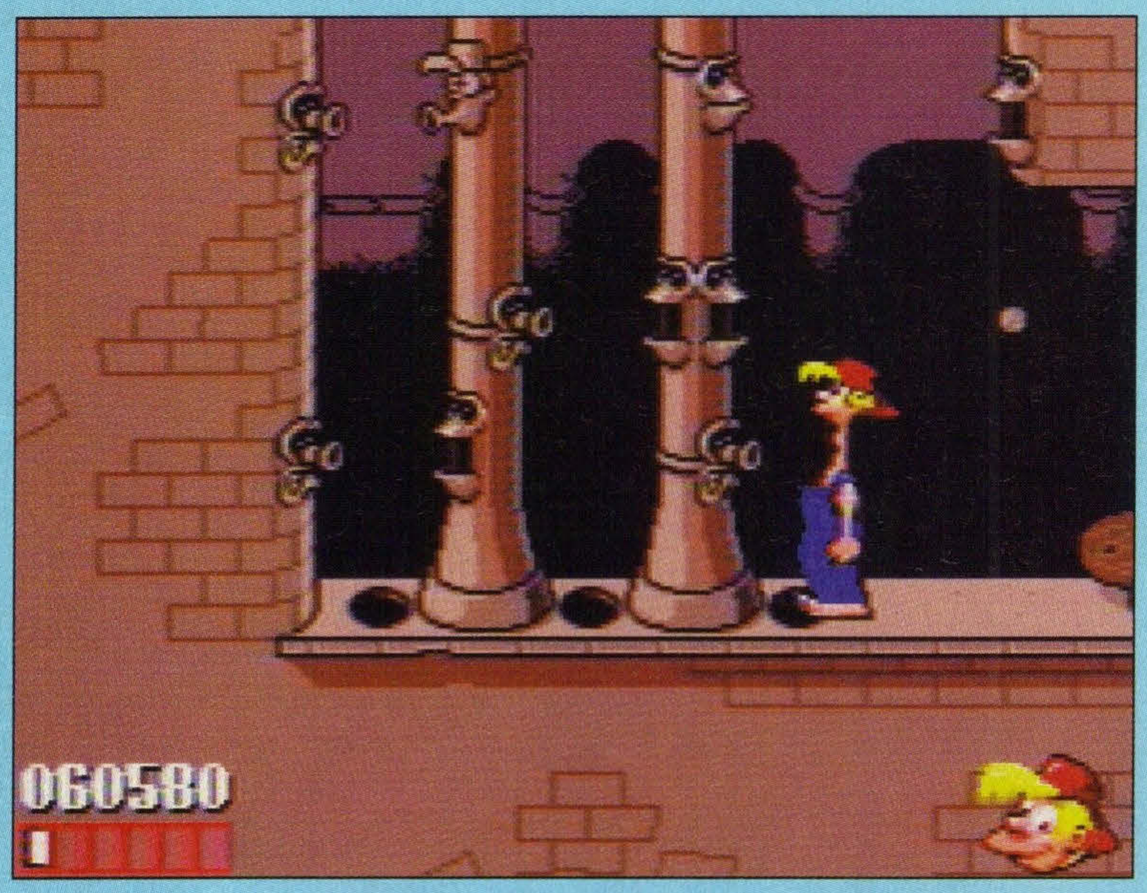
Once there, nudge the ceiling switch and immediately cross the rope (the waterfall should now have stopped). Jump on lava crane once across and then up to reach another switch. Hit it. Use lift to get to bottom of level. Go left, wiping out all the balloon animals. Go as far left as possible and flick the switch at the end. The door will close, so slam Stix into the outlet to the left of the door. This will turn him into a balloon but the door will open. Lead him right to the bubble making machine and wait on the pressure pad. This sucks Stix in and returns him to normal. With all the lights lit go to the the mass of bulbs at the top (the start) and jump in the funnel to be transported away from this hellish nightmare of a level...



play guide

STAGE FOUR

- STAGE FOUR
- Code: 3G2MCG6KN5 or
- 3VTCF9JQG8 (for seven lives)

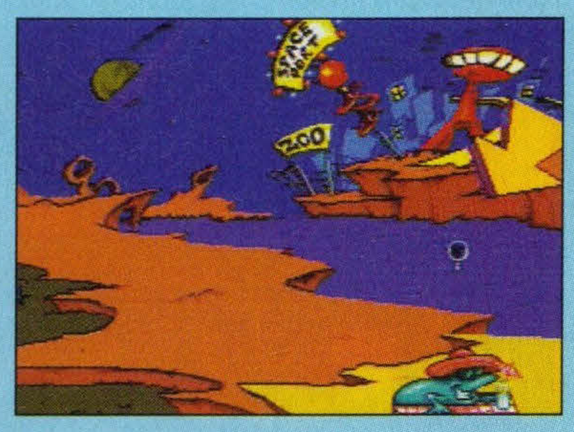


Swim right (remember to always refill with air) and jump up to the right platform. Jump over and stick Stix in outlet. Drop down to the right and walk up to the side of platform. Summon Stix and immediately shove him in the outlet. Use this to scale platform as water rushes up (you'll struggle in the water for a while but eventually gain your footing). Crawl right and place Stix in outlet spiting darts. Jump up and use Stix in wheel to open door. Crawl right and wait for water to lift you upwards. Again crawl right to avoid projectiles. Drop into water and swim down left and press pressure pad. Throw Stix at both fish. Press pad again and swim up to the wheel and use it to open door below halfway. Immediately jump into the water and press pad. Kill remaining fish. Press button yet again, use wheel to fully open door and swim right, down and left. Flick ceiling switch and get some air. Swim left and flick second switch. Wait on platform edge directly below until all water has drained away. Drop down, kill all the fish and use the wheel. Run/swim right and press the button. Continue right and hit second button. Swim around the top wooden ledge on the left and when it breaks into raft jump on and smack it right. Use this to reach the other side. Collect re-start alien. Hit button, jump over drop and hit other button immediately putting Stix in outlet pipe. Use this to jump onto the statue tongue, left, summon Stix and jam him in the next outlet pipe. Again, use this as a platform to go upwards to avoid the water. Crawl under spikes to the left, use button and outlet pipe. Swim back right and up to the right platform. Hit switch to drain all

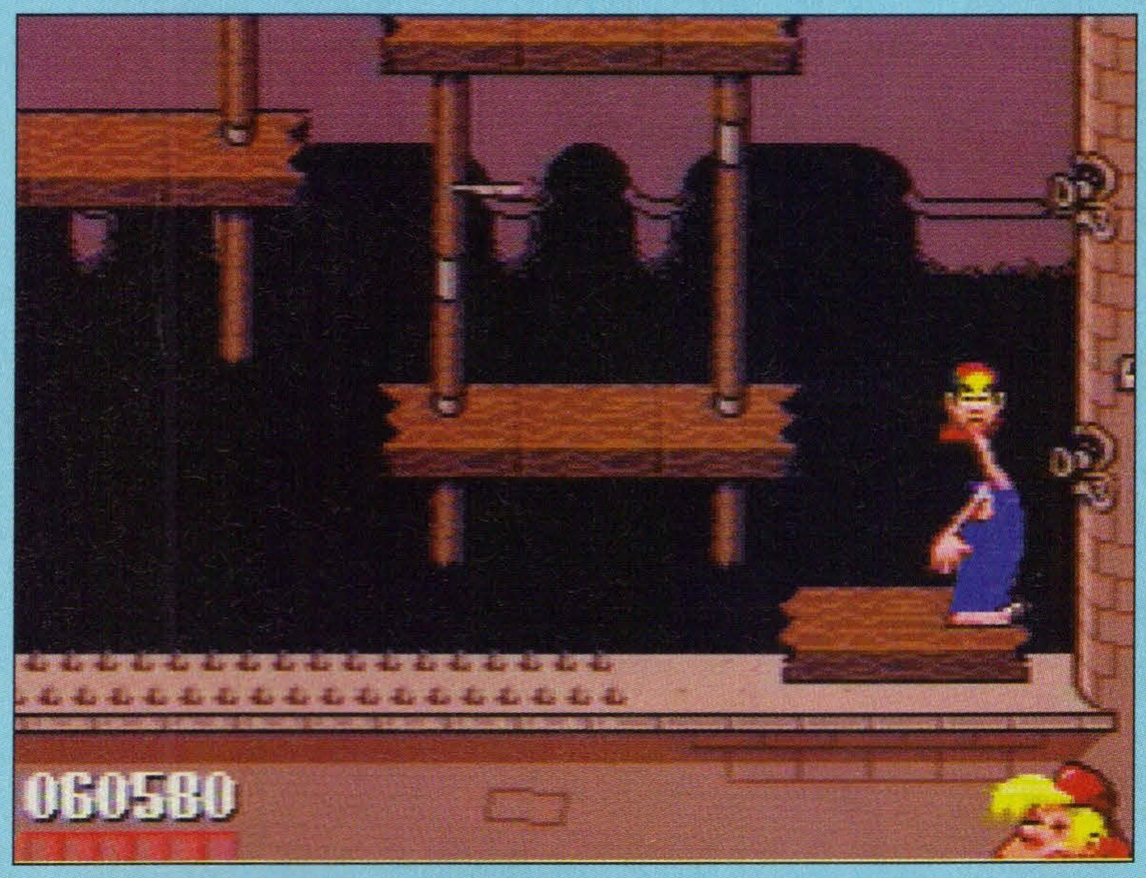






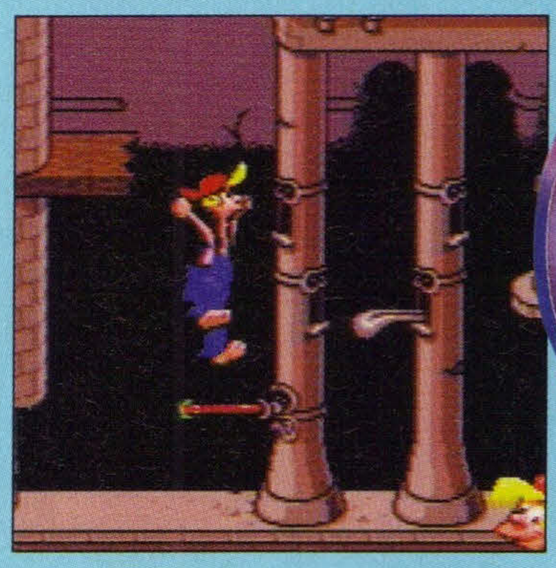


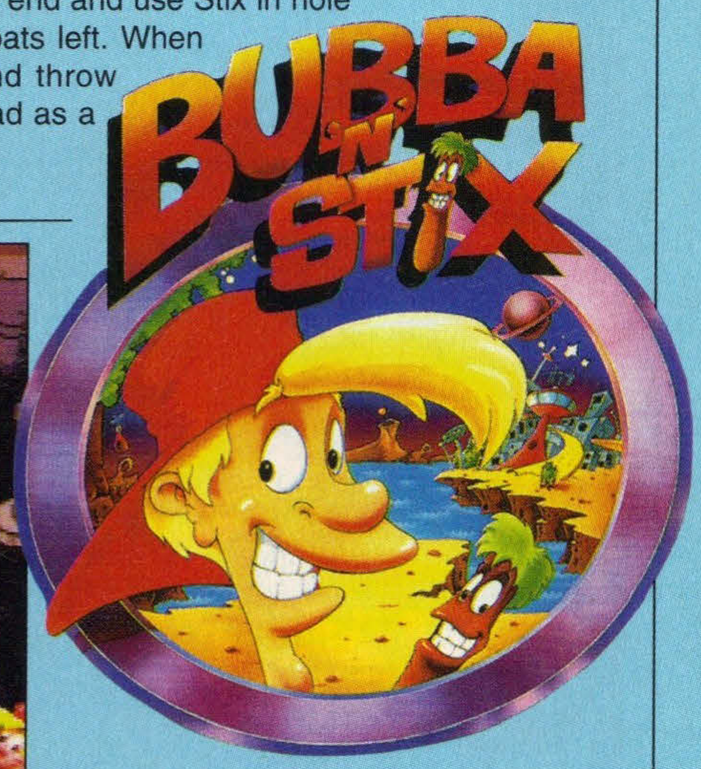
water. Drop down to start and down the middle of the drop to avoid the darts. Crouch and crawl down right. Put Stix in hole to right of statue. Stand on statue globe as water fills room. Jump right then left to reach wheel. Spin wheel but avoid left outlet pipe. Stand on wheel and jump off it to hit ceiling switch. Wack globe to right and use it to cross the water. Collect re-start alien and drop down right. Tread on button and swim at far right pillar as water descends to land on secret ledge. Throw Stix to break pillar. Put Stix in pipe to the left and swim through pillar, over spikes and jump on the inflatable raft to reach switch. Crawl



right and keep putting Stix in outlet until statue tongue above flops out. Jump on this and over to the right. Crawl through tunnel over button. Hit button to left of floating globe. Stand on globe and use Stix in outlet pipe. Globe will eventually power upwards releasing Stix . Jump globe off to the left. Go up and left across the bridge with the two aliens without touching ceiling switch. Use wheel until all statue mouths are open. Put Stix in left outlet so ball is fired. Go right avoiding ceiling switch and knock ball under door into hole. Cross wooden platforms to the right, drop down at the end and use Stix in hole to the right. Crouch on raft as it floats left. When at the bottom of level go right and throw Stix at the green alien. Use his head as a stepping stone to cross and finish.

MORE NEXT MONTH! ■





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play guide



Accordingly to some guest specialist on This Morning, a child needs a father figure to look up to, respect and skank pocket money off. Unfortunately for Chuck Junior his dad's been kidnapped and Junior's the only person brave enough to rescue him. If Core's platformer of the prehistoric is giving you grief here's the lowdown on what and what not to do.

CHUCK ROCK II
Son of Chuck

LEVEL ONE

STAGE ONE



Junior's Jurassic quest eases off with a pleasant jaunt through the Stoneage Suburbs where there's little to fret about. Toward the start smash the four blocks to the right and keep on the hitting the area around the fourth block (you'll keep amassing points even though it's disappeared). One of the first things to keep an eye out for (in this level and throughout the rest of the game) are the dustbins standing up for these hide obnoxious dino-critters that pop out and deplete the lad's milk bottle energy. The immense dinosaur that tromps through can cause some serious headaches so simply stand to the right of the fat villager who runs on screen. He'll get squished but you won't. Upon reaching the telegraph poles slug the stationary boulder once, leap upon it and then up onto the wires. Another jump left and you'll find more sweets to get your teeth into.



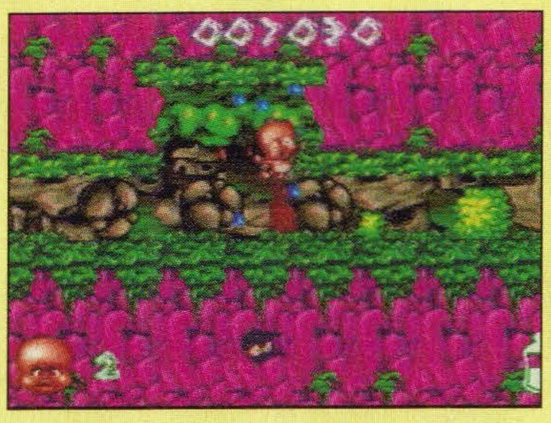




STAGE TWO

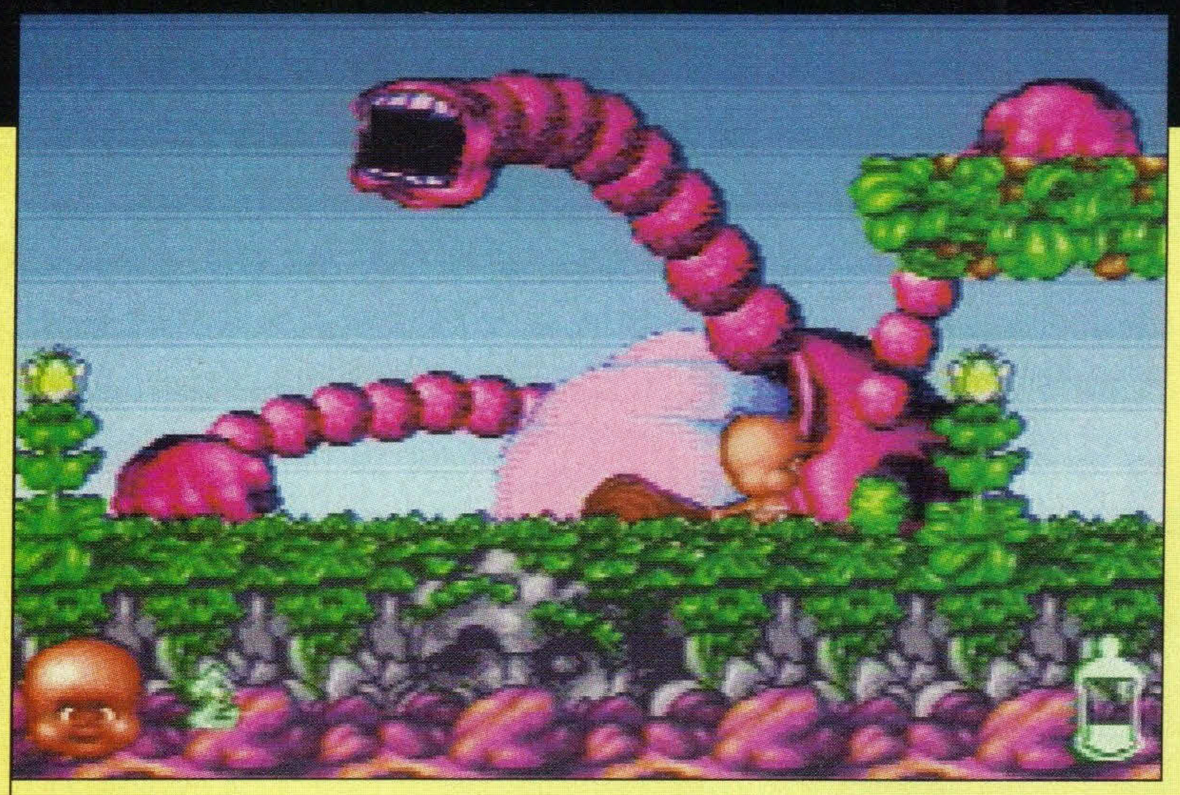
Here you'll meet two Neanderthal delinquents carrying a small dinosaur. Club both, mount the beast (snigger, snigger) and ride off to the right. It's not long after that you'll come across more telegraph poles where a single smashable block hovers. Bash this and keep on swiping the air for extra points. Should you and your pig pal choose to walk the telegraph wires watch the electricity sparks as they effect your dino pal — if he receives too many hammerings he throws you off and scarpers. When you reach the first batch of boulders use the blocks as a bridge to safety walk right then retread back left at the end, walloping the bricks and collecting the sweets. Since they bounce a good way into the air escaping the second set of boulders unharmed is achieved simply by walking under them mid-bounce. Should they plain roll along the ground, keep in mind Junior can scale his club to get out of the way altogether.

STAGE THREE





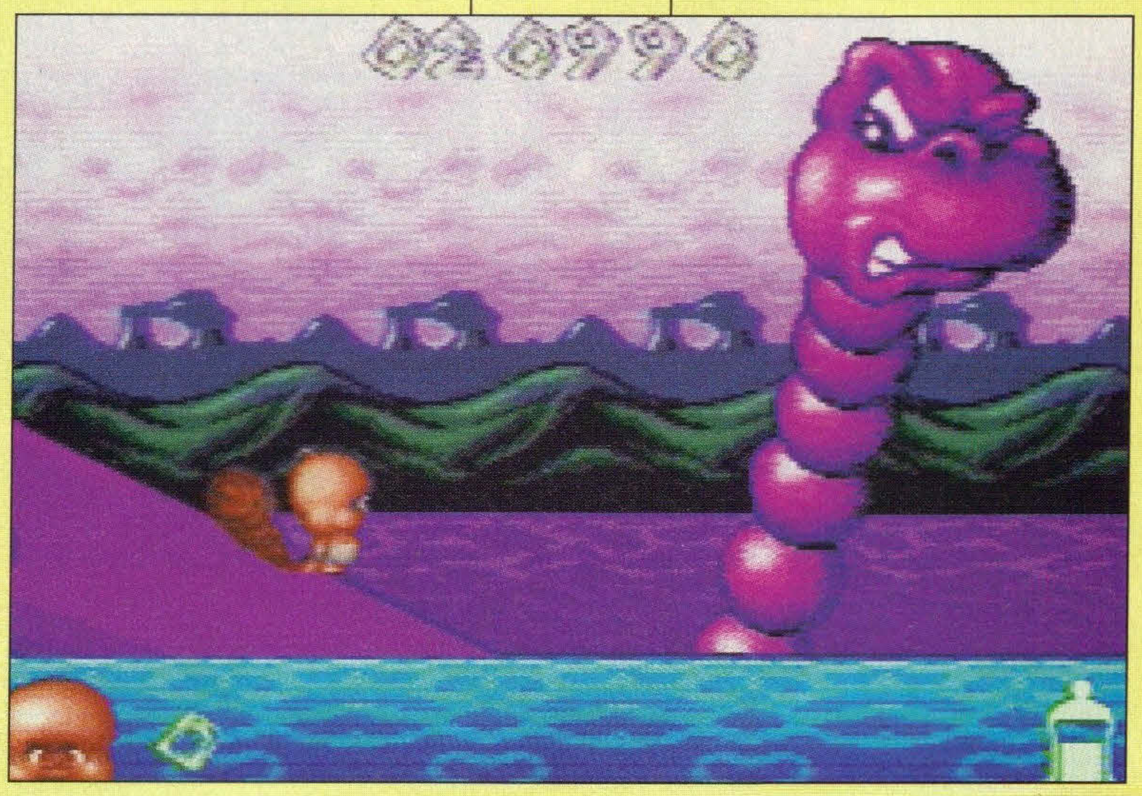
Use the club on the strongman and stand on his palms for an upwards fling. Likewise, smack the little green 'sauraus a few strides later. His neck extends spanning a dangerous span of spikes in front. Spikes only harm Junior when he leaps on them, walking through causes no harm whatsoever. There's a wall of bustable blocks later on. Demolish them all except for the one sticking out to the right. Use this as a step upwards to reach a collection of sweets. As before use the club-climbing trick to escape the incoming boulders. The swinging vine which follows breaks as soon as you jump on so get ready to leap off to the right quickish. Smashing every block you see is not always a good idea as you can often destroy your only means of continuing onward — it's best to way up the situation before wiping out the lot.







LEVEL TWO



THE BOSS

With such a simple attack pattern defeating this purple protagonist is a breeze. Stand in the middle of the screen, wait for the purple one to snarl than trundle right. As its head crashes into the air you just waddled from, strike with your wooden weapon.

The APPLE TREE SUB-GAME

For a few extra points, climb onto the dino-boar's back and knock the apples to the ground. The more he chomps the more points accumulated.



Keep knocking the apples down and dino will chomp 'em all up.

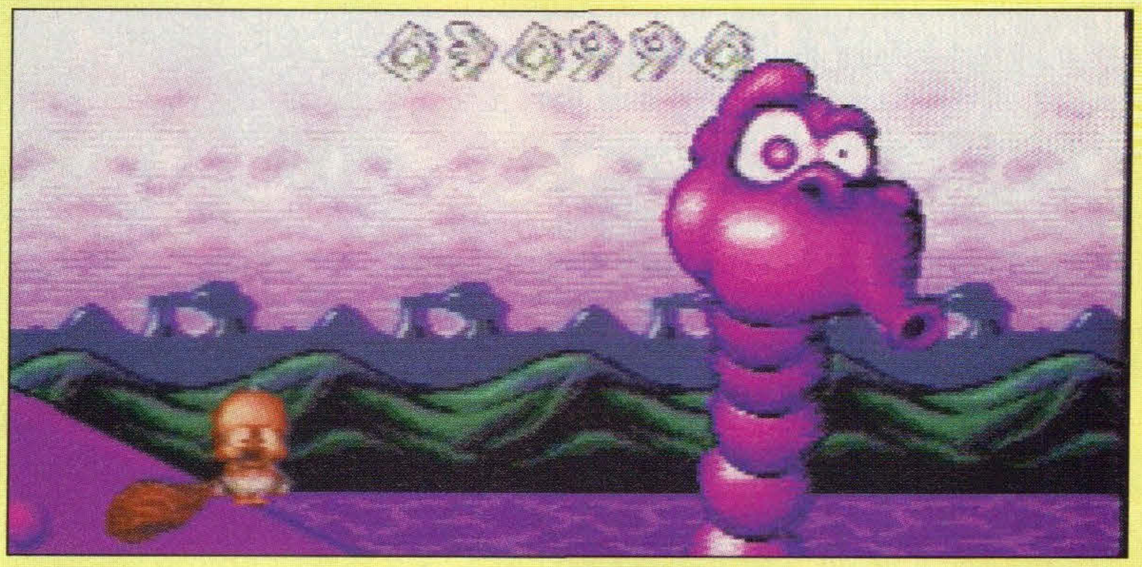


A set of teeth any dinosaur would be proud of.



Aw — the poor baby's crying!

STAGE ONE



On the back of an aquatic dinosaur this is an easy old dog of a level. The flying fish/bird creatures always flap in from both directions at the same time but even the slowest of club-wielders should be able to handle them. The scraggy bird which appears in the background eventually wings it's way forward and when it lands hop onto its feet. A quick flight later you'll be dropped off. Walk right to meet the next boss.

THE BOSS

Relatively easy to overcome because it to uses a simple attack pattern. Stand as far to the water as possible and wait for the dino's seemingly fretful face to growl. When it does trundle up to the left, turn around and smash dinosaur conk. A good few hits and it'll sink back into the deep blue sea.

play guide



Jump into the mouth of the plant to reach a load of bonuses.



Watch out for the mischievous monkeys up above!



Well I'm the king of the swingers, a jungle VIP...



A few well placed hits and the monkeys are history.

LEVEL THREE

STAGE ONE

Monkey Trouble is indeed what you can expect in these stages but not until the latter part of this seemingly easy area. The Venus fly-trap at the beginning is another character that's actually helpful. Jump into the plant's mouth and be spat up to a left-hand platform where a collection of sweets lie. Not a stones throw away are two bricks blocking the entrance to the way onward. Smash these and push the stationary boulder at the right to the left and down the now open entrance. This will cover the layer of spikes eager to lacerate some soles. The tree-dwelling primates sink from helpful vine-swinging jivesters into vicious banana-hurling rogues. The 'nanas can be deflected with a careful swipe but the monkeys themselves take a couple of solid batterings to see them off. They're not all bad however and certain vine swingers can be placed wherever you want by luring them with a pair of bananas found nearby. Slug the fruits in the direction you want and the monkey will instantly jump after them. Strategically lure them near a chasm and you can swing across with no trouble. Smash the two blocks on the ground to release the ant ramming up against them and quickly jump on its back. This ant is one solid insect and can cross the forthcoming plain of spikes without flinching. The only upset comes in the form of more devilish monkeys. Good jumping is the key here, enabling you to remain on the path of the travelling ant while swatting the malicious mammals. The final stationary monkey you come across offers an extra life if you can push some 'nana's in his direction and there's a pair of fruits just to the left withheld by another monk.



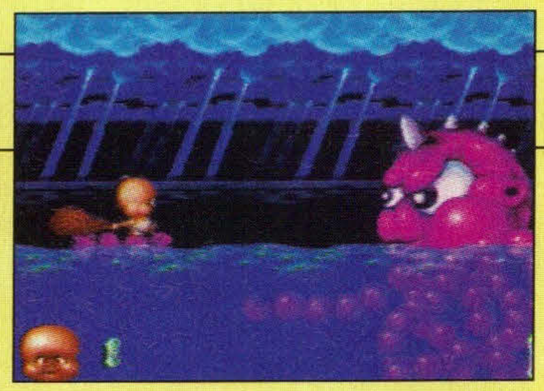


STAGE TWO



The monkey at the start who looks lost in some enthralling deep dream can be used to your advantage. Swat the bananas nearby underneath the sorry looking creature bound up on the platform. When the monkey jumps on them, jump on his head to reach the above platform. Club the helpless sight to reveal a prehistoric ostrich. Jump on it's back and you now have one very fast (and subsequently excellent long jumper) mode of transport at your disposal. Club the banana onto the layer of spikes followed by a leap over the monkey's head when he leaps after them. A lot of long stretches of spikes follow so make sure you and your bird get a good run up before leaping to make the distance. The bird can only take a few knocks from spikes and nauseating monkeys before she goes into a sulk and refuses to carry on so protect both yourself and her.

STAGE THREE



A watery stage full of slides and marine life. The first batch of alligators only require a single hit each and once down the flumes you'll spy a floating pink thing in the water (just like at any British seaside). Jump on this for a nudge up to a higher platform and lay into the surfers and the rubber ducks. Don't smash too many of the blocks because more often than not they're vital to traverse spikes blurred by the watery surrounds. Several long stretches of spikes have a small wave washing over to carry you across but only the very crest can be stood upon — a bit tricky. A few more rubber ducks and a couple of sharks later you'll be onto a really killer of a boss — Mr. Ozric Tentacles himself.

THE BOSS

At first an intimidating big mollusc/fish who ducks underwater before surfacing and gobbing it at you. A few moments later a tiny red fish darts from beneath the water and leaps out of the water. Smack this at Tentacles to start causing damage. Every three or four spits of water Oz will change at you on your raft, just scoot left and wait for him to back off then repeat the process.





LEVEL FOUR

STAGE ONE

Straight into the hot of things with this firey stage. Flamethrowers stalk about singeing everything in sight and be careful when you club them. Although the blokes meet their peril, their backpacks explode after a short while and it's best not to get caught up in the carnage. A good bit of advice is to run like hell, if only to escape exploding boulders which plummet from the heavens from time to time. In the lava rivers float stepping stones to help you cross but don't hang about as they soon loose their bouyancy. A turtle can be found nearby one of the crossings. Blat it to make the thing jump into the water. As it scorches itself it skims along the water so jump on its back to get a free ride across. Ledges which are a darker brown at each end give way when trodden upon so watch your step.

STAGE TWO



The porcupines through out this dangerous cave level cannot be hurt so just keep out of their way by climbing your club. Similar to the strongman early on a crazed devil animal halfway through can throw you up to a high level so even though it looks like it wants to carve out your throat out it won't, merely walk onto it. The three falling boulders can be a pain but only if you jump down the crevis at the wrong time. Wait for the avalanche to fall then quickly jump after it. The rows of blocks at the bottom provide an instant shelter providing you get under it quick enough. Just carry on going and don't look back.







STAGE THREE



Bugs, wasps and tumbling nuts are your main concern in this rotting tree. To finish the level Junior must be guided upwards to reach the exit at the top of the trunk. Knock the spiders off the lines, grab a hold of the web and swing upwards to continue your vertical climb. Well-timed jumps are the key to success and the nuts which fall from aloft can be knocked away, unfortunately the same can't be said about the fiends lobbing 'em. To escape the sting of the pestering wasps toward the end keep moving as they only linger around if you do.

STAGE FOUR





Still in the tree but this time descending down the trunk. A bulk of beetles, spiders and bugs need to be dealt with but it's all very easy. Just be careful not to drop from the ledges to hastily. You can often see the head of a nasty walking about below, time it right and you should drop down out of its path and deliver a solid boshing. Like before, hit the nuts out of the way, leaping over them usually results in getting caught by an off-the-screen enemy.

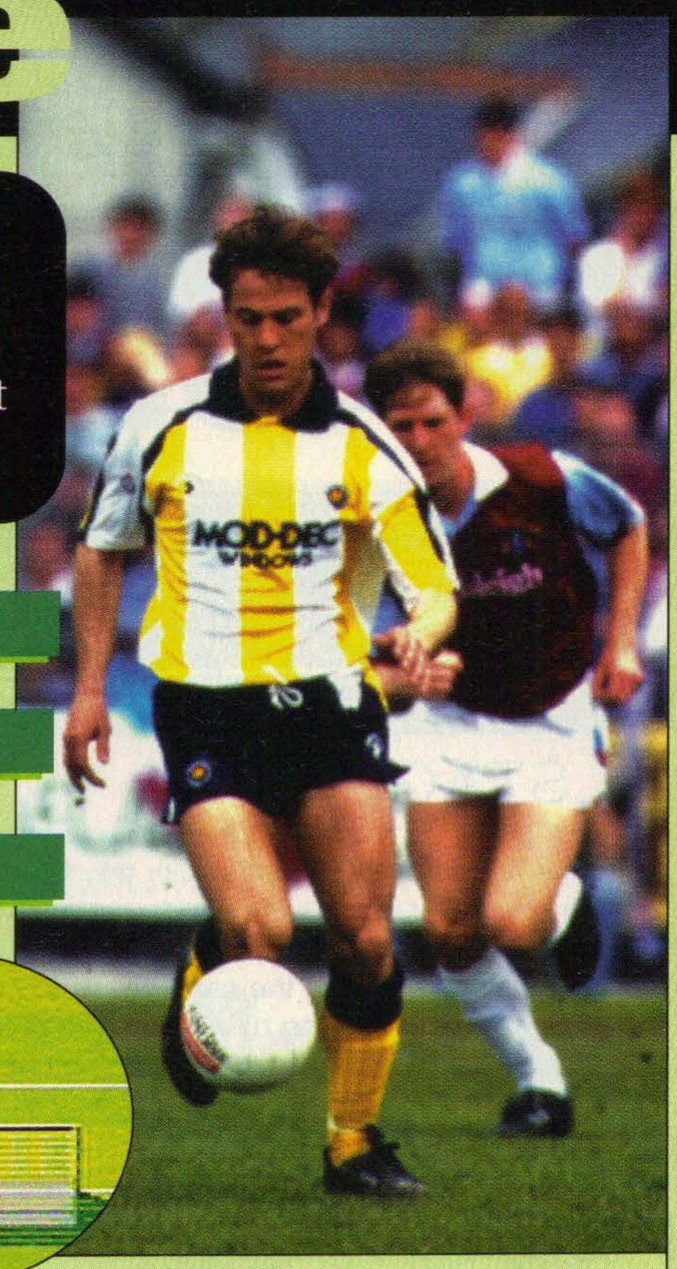
THE BOSS

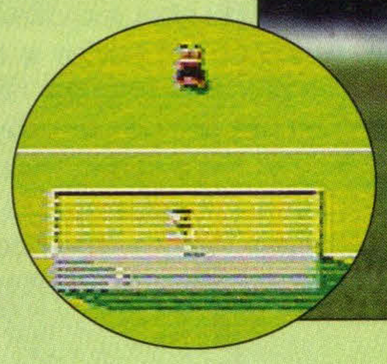
Unimpressive when compared to previous end-level monsters but not to difficult to kill once you know how. Jump the egg as it rolls around the nest and give it a good thwack when possible. The spheroidical body cracks open and out flaps a balding baby eagle. Its first attack pattern is to duck beside either side of the nest and pick up a rock before dropping it in your general direction. The best time to strike is when it's hauling the stone from the side, as it rises level with the nest crack its skull. Repeat this until the birdy flips its lid and starts dive-bombing. Jump over it as it skims the nest and attack when baldy hovers at each side. A few decent slogs and your out of the eagles nest and straight into bigger, brighter and altogether fruitier happenings in level five.

play guide

Do you not like that? Getting whipped 5-0 by the likes of San Marino, the Faroe Islands and Outer Mongolia in the CD32's top footy sim, Sensible Soccer? Time for a visit to the Sensible School of Excellence for an intensive training session, so slap a handful of Fiery Jack on that groin strain and take a few tips from The Gaffer.

SENSIBLE SOCCER



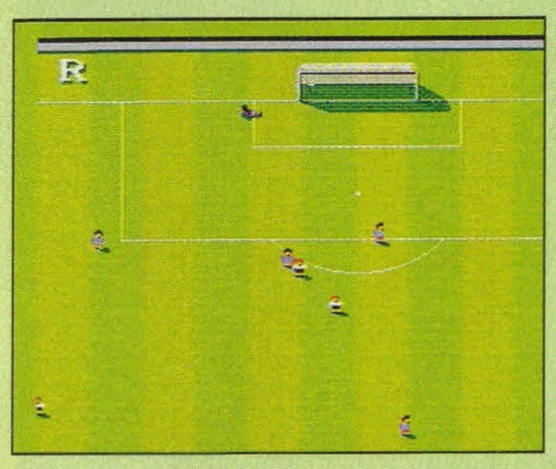


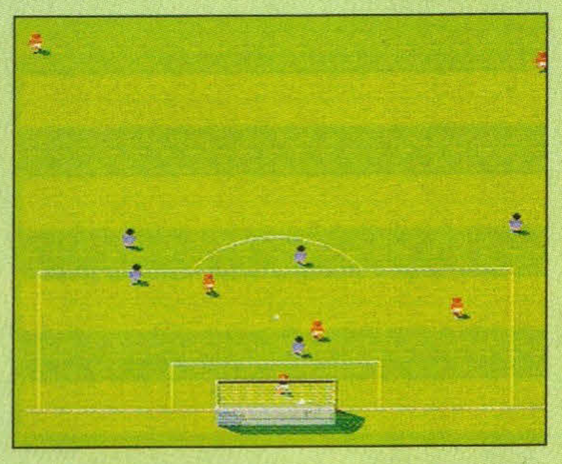


If you have any problem with the World champions, have a crafty juggle with their squad! This is the German squad before...

SEEDINGS

Any footy fan worth his salt will instantly know which teams are the cream of the crop, but here's a quick resumé for the uninitiated...





THE CHEAT MODE

If you're being tonked all over the place by the computer teams, here's the last resort; nobble their teams! Before playing a certain team, go to the Team Edit screen, and select your next opponents. That way, you can fiddle with their team as much as you like! Banish their star players to the subs bench, swap their goalie for a midfielder, put a reserve defender up front, change their formation so that there are only three defenders, etc, etc. By the time you've finished, the likes of AC Milan and Barcelona are reduced to the level of the Happy Shopper Sunday Paper Boys League, and you should be able to cane them to within an inch of their miserable lives.



...and after! Star players warming the bench, strikers in goal, goalies up front... Graham Taylor himself couldn't do greater damage!





NATIONAL TEAMS

TOP SEEDS	England, Germany, Holland, Italy, France
SECOND SEEDS	Republic Of Ireland, Russia, Romania, Czechoslovakia, Belgium
THIRD SEEDS	Poland, Denmark, Sweden, Spain, Wales
FOURTH SEEDS	Scotland, Bulgaria, Portugal, Switzerland, Norway
FIFTH SEEDS	Austria, Hungary, Finland, Northern Ireland, Greece
SIXTH SEEDS	Israel, Turkey, Albania, Faroe Islands, Luxembourg
SEVENTH SEEDS	Estonia, Malta, Iceland, Cyprus, Ukraine
EIGHTH SEEDS	Lithuania, Slovenia, Croatia, Latvia, San Marino













play guide

CLUB TEAMS

TOP SEEDS Man Utd, AC Milan, Barcelona, Inter Milan, Juventus, Marseille, Benfica, Real Madrid

EIGHTH SEEDS Fram Reykjaviku, Luxembourg, Wrexham, Apoel Nicosia, Derry City, Partizani Tirana, Valletta





CUSTOM TEAMS

The pecking order for the custom teams runs from the top left (Sensible XI) right down to the bottom right (Flower Power).



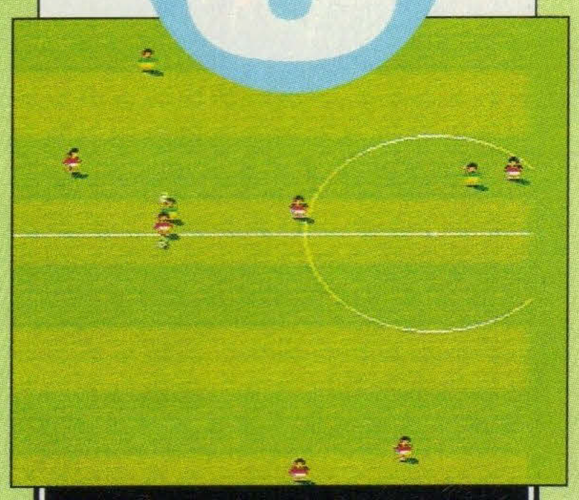


HANDY HINTS

1 When dribbling with the ball (especically in the opposition's box), keep an eye out for wayward slide tackles. If a defender slides in front of you, run over his outstretched leg for a (virtually) guaranteed free kick/penno.

2 When taking a goal kick, make sure the opposition striker is well away from the box, or he could easily deflect your kick into your own net.

3 Don't bother trying to head the ball into the net from within the six yard box — you'll put it over the bar every time.



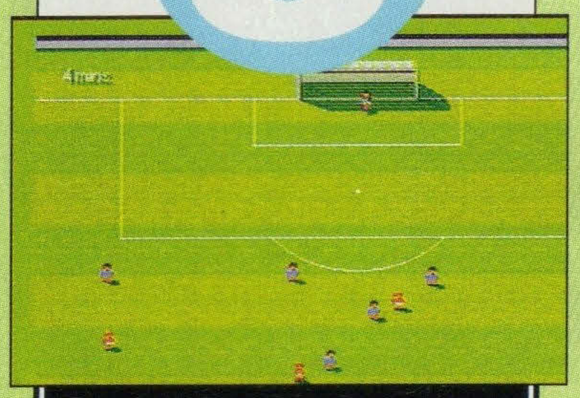
Slide tackles are also very useful to keep the ball going out for a corner. Just throw your defender at the ball, and aftertouch it out of trouble.

4 Don't forget the new backpass rule! Knock it back to the keeper, and he'll dribble it out, more often then not giving it away for an easy goal. You can head it back to him, but you'll run the risk of scoring a spectacular own goal.



Against the poorer teams its always worth trying a shot from the halfway line, especially when the pitch is hard or icy. They can't handle an erratic bounce to save their lives, and you've a good chance of scoring or gobbling up a rebound.

5 You can speed up the booking/red card sequence with a burst of jabbing on the fire button.

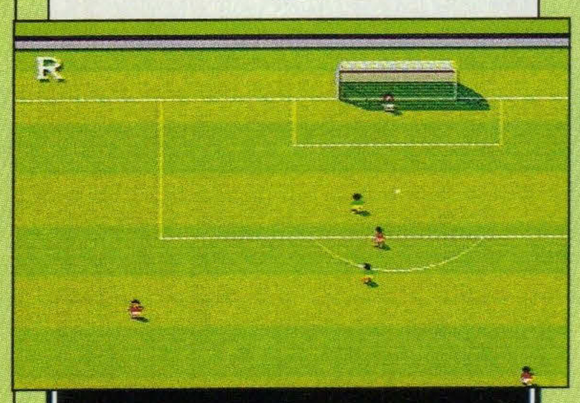


Easily the classiest way to score in Sensi — cross the ball into the centre, and as it comes down, one of your forwards dives for it. On contact, a tadge of aftertouch adds that touch of class. Goooooooaaaaaaaaallllllll!!!!!!!

6 Really sneaky one this — in a two player game, when your opponent gets a penalty, instead of looking at the screen watch his joypad! Then, you'll know when he's taking it and in which direction.



...and there you go, there you go, there you go! Giant-killing feats such as this are well within your reach!



Route one, as they say in the business — take the ball straight down the middle, and as you enter the box, tonk it, and apply a hefty amount of aftertouch. This should put the ball well out of the goalie's reach.



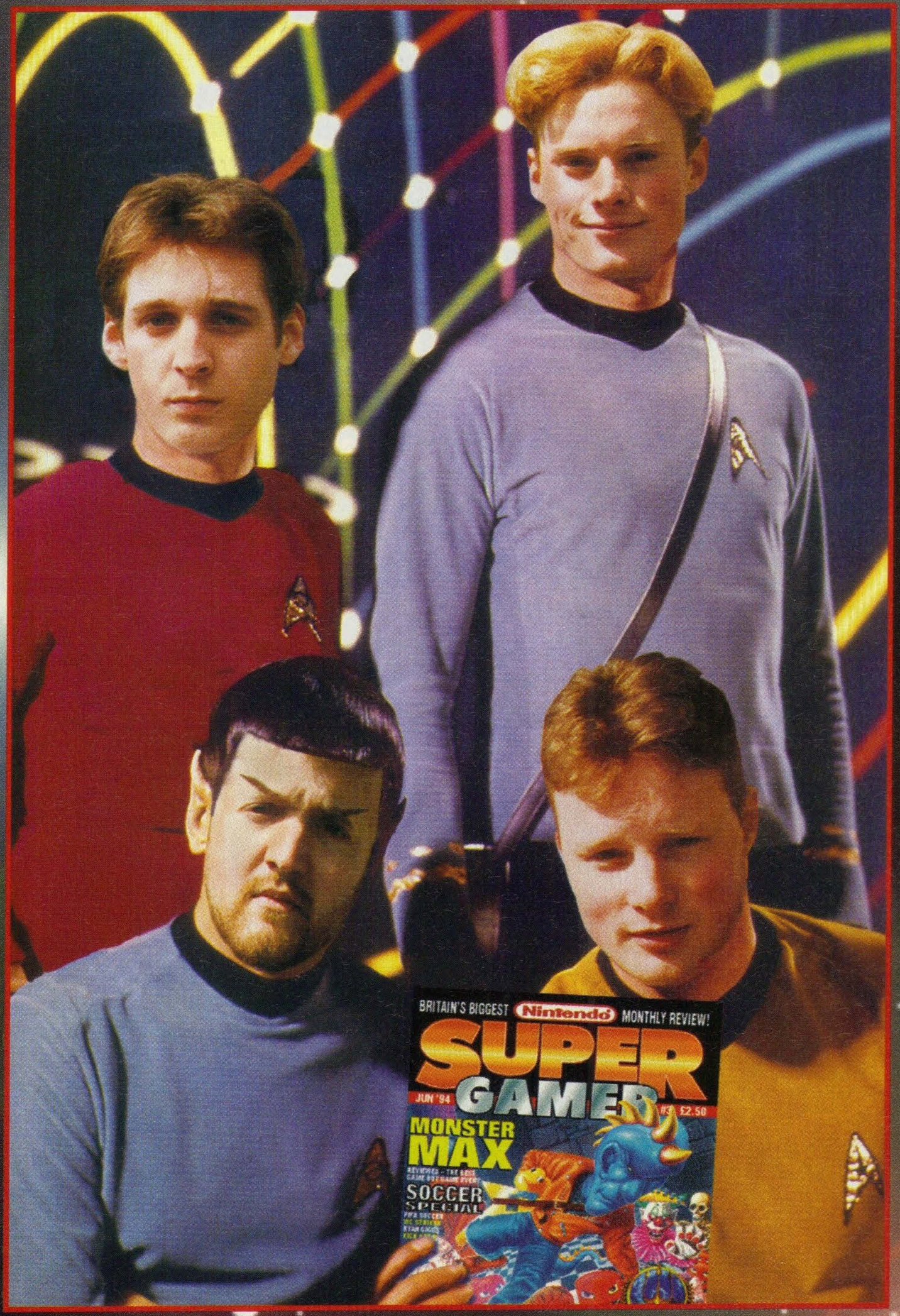
Some nifty wing play required for this — take the ball down the sideline, and cross it in for your attackers, who pull off a slide tackle to intercept the ball and stick it in.

For Professionals only;

1. One of the biggest brags in Sensi Soccer is being passing the ball back to the goalie, and he goes on a mazy run up the pitch and scores! Many people have claimed to have done it, but only a fraction actually have...
2. For two players — see who can score the most own goals! Sounds easy, but just try it...
3. Try the old training exercise you did at games lessons, and play two-touch football — each player is only allowed two touches of the ball at one time. Or, you could turn your team into ball greedy glory boys and make them head for goal every time they get the ball, without passing.

GOT A SEGA? GET A NINTENDO! GOT A NINTENDO? GET

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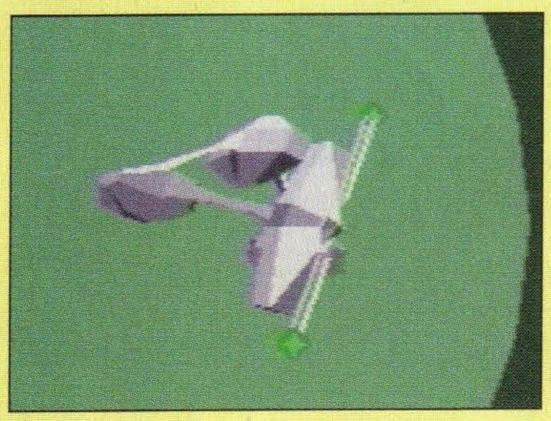
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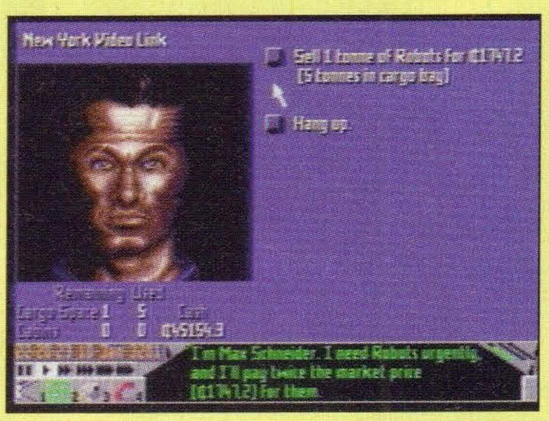
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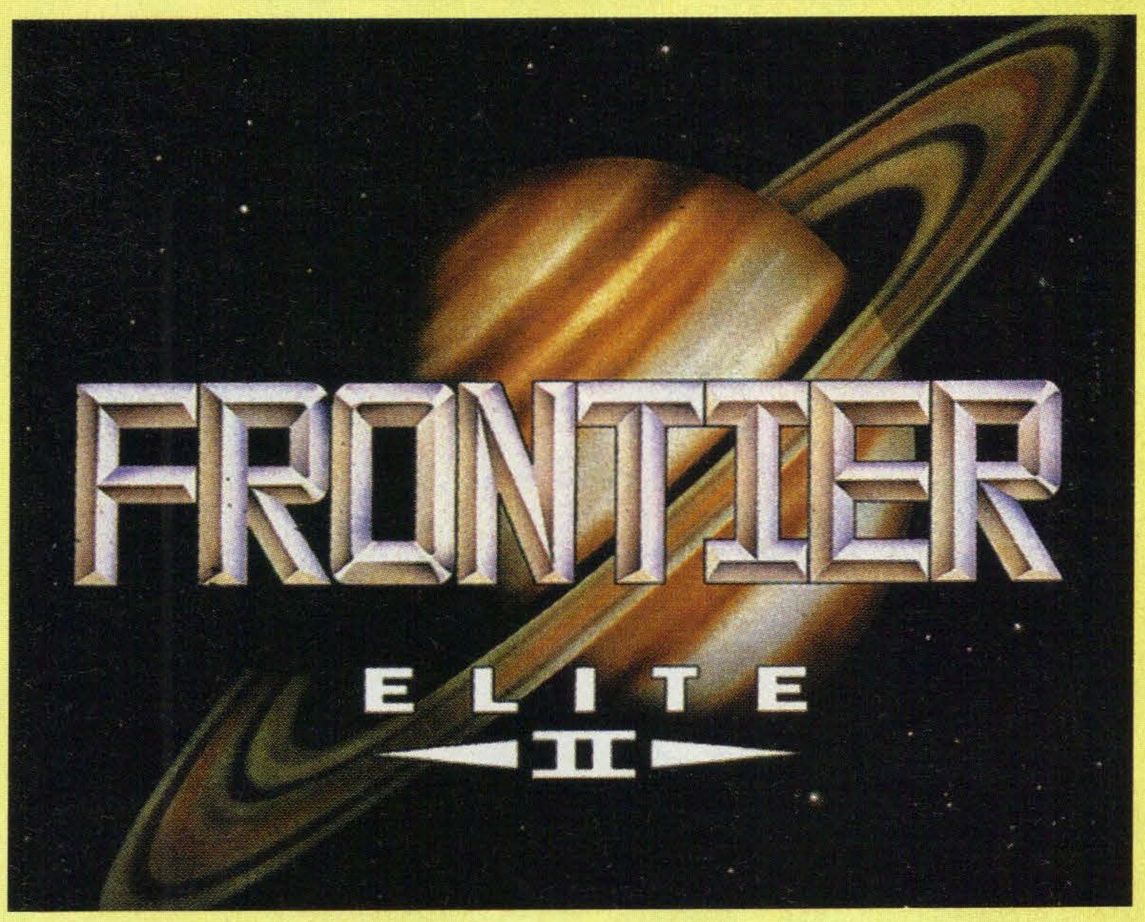
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play guide

Space Pirates? Love 'em. Illegal goods? More the merrier. But Milky Ways? Completely ruined since they changed the packaging. And the dark chocolate Mars Bars are a bit crap too. Still, you'll be so 'wrapped up' (ahem) in our layman's guide to Frontier that you'll have no time to consider such galactic problems...

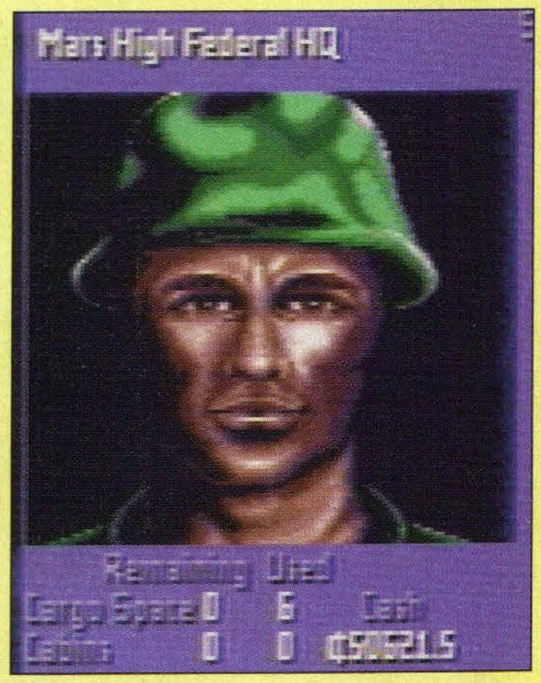






FRONTIER Elite II

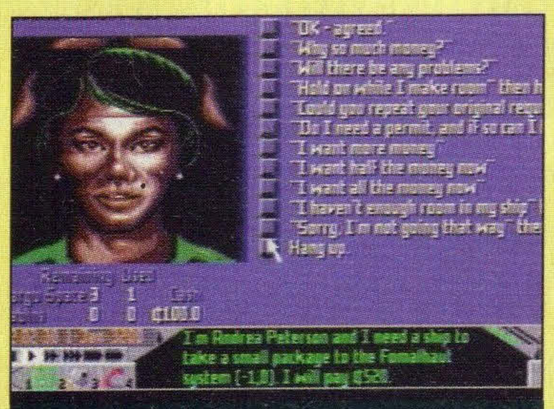




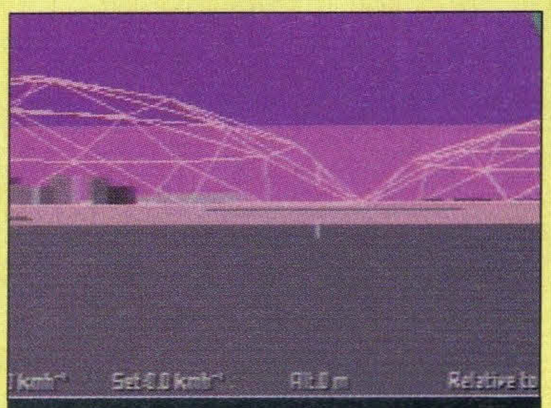
STARDATE: ROSS 154, JAN 1, 2300.

If you've any sense, you'll start off on Ross 154; real masochists may prefer to begin (and end) their space exploration on Lave, but you'll have many problems docking without an autopilot to see you through.

First things first: you need money. To make money, you need to trade mercilessly, on safe, non-volatile planets. Since you're on Ross, though, first head to the mission list, choose to take the package to Fomalhaut, request half the money, fill up your craft with as much fuel as you can and complete the mission. It's hardly exciting, yet you'll earn a few hundred credits, which is enough to get you going.

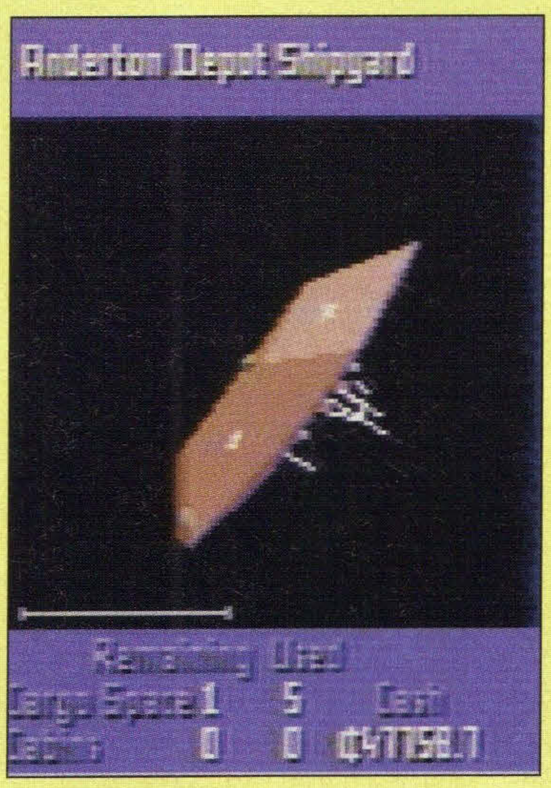


Take half the dosh before taking the mission.



Get ready for take off...

LET'S MAKE LOTS OF MONEY!



Sheer unadulterated capitalism is the key; every man for himself and all that. To make plenty of dosh, you'll need to deal in major items, and take as few risks as possible. Trading between Bernards Star and Sol allows you to shift robots and luxury goods to and fro, slowly building up your credits. Get rid of your missiles too — you'll rarely come across a ship not equipped with ECM, so they're pretty redundant and just use up valuable cargo space. The aim ultimately is to amass enough money to purchase a better space craft. Of course, this is some way off, but you're pretty limited with your Eagle, so don't bother trying to increase the capabilities of this relic — save your money for a better cause altogether. Don't take the cheaper Viper craft either; a Cobra is much better when it comes to trading, but, before you buy, make sure that you have enough credits left over to purchase the extra equipment needed as well as plenty of goods. Remember, forty tonnes of robots can fetch 12,000 credits (still small time, but more of that later).

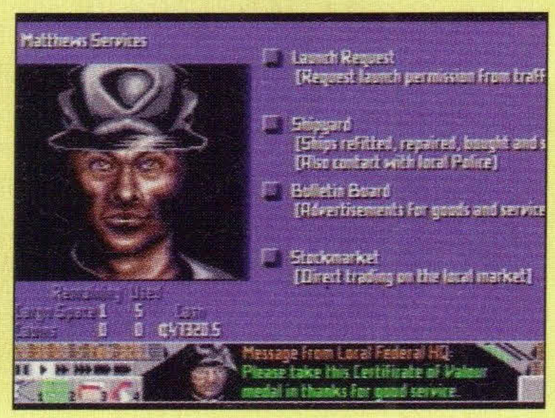




HOLD THE FRONT PAGE

Bulletin boards are vital; be sure to check it out every time that you dock. Occasionally you'll be able to shift your goods for over twice the stockmarket price, or you'll come across a mission to take a package to your next destination. Earlier on, it's best not to deviate from your normal trading route. As you get more skilled, and the rewards become higher, you can select the assassination missions for great rewards.





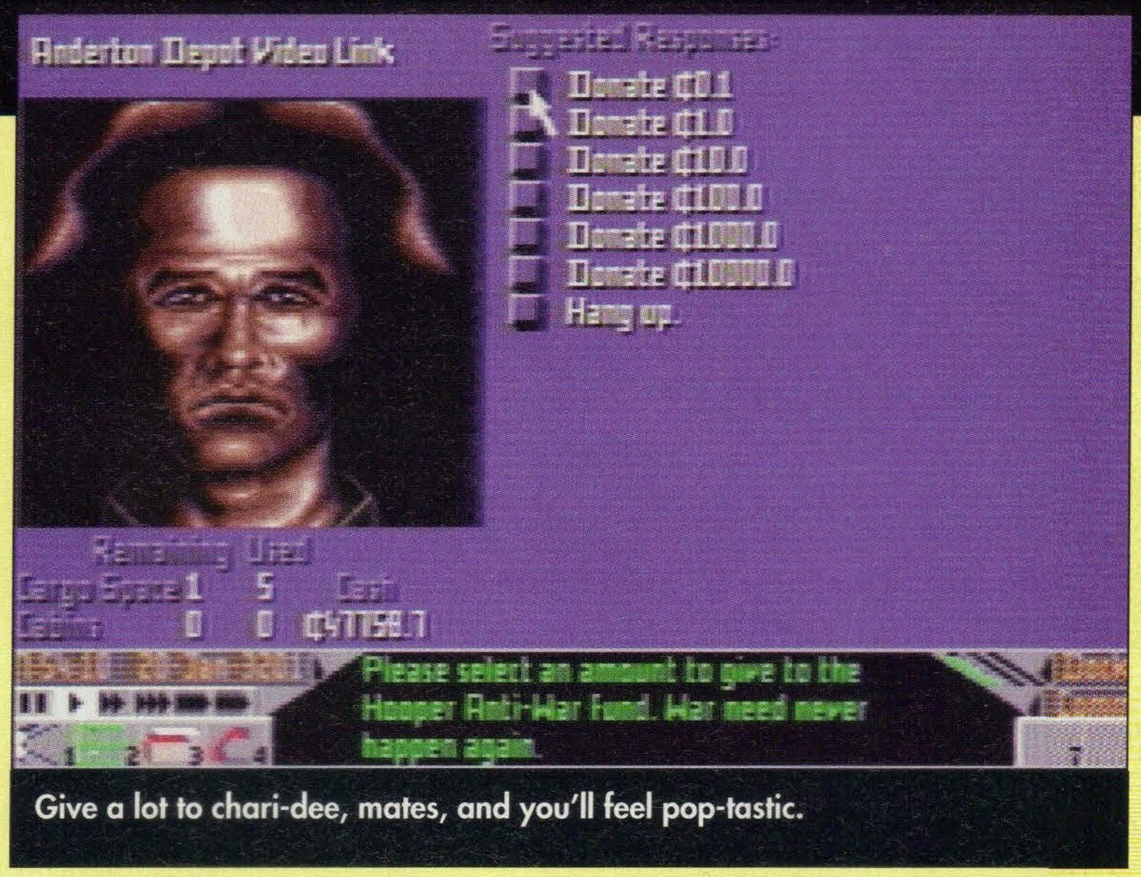
SIGNING UP WITH THE FEDS

It's a good idea to take on small Federation missions, again only if the mission takes in your normal trading routes or is within one jump of your current system. Do bear in mind that it can take over a week to hyperspace and reach a planet within a new system, so don't take on any mission with a tight deadline. If you consistently deliver on time you'll soon become a corporal in no time at all; a few kills to gain an Elite ranking of average and more profitable missions will be offered. Should you miss a deadline you're in grave danger of being demoted, so take great care when selecting missions.

HONING YOUR COMBAT SKILLS

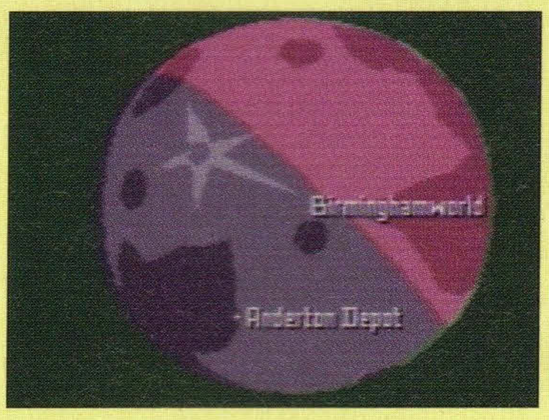
Combat is one of the most tricky skills to master in Frontier, yet it's imperative that you get to grips with your lasers otherwise you won't last very long at all. Different players use different techniques; we prefer targeting the enemy ship with the cursor and then using the autopilot to home in on it, firing for all our worth when it's in range. However, since your ship isn't exactly well shielded, you'll need to be prepared to pull out should you take a hit or two. Remember to get your damaged ship repaired at your point of docking if the hull is damaged.

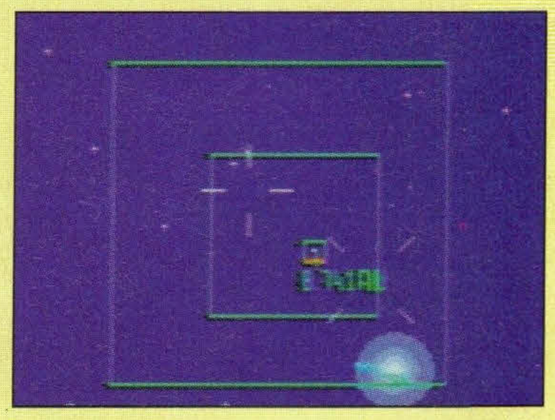
Once you start doing away with pesky space pirates, your combat rating will slowly increase. When you reach average you'll be able to take on mercenary missions. However, it's not a good idea to enter into such agreements with the Eagle. After all, a few direct hits and you're space dust. Once you've upgraded your ship, it's then time to take on the big boys. You won't have too much success with the autopilot technique, though — you'll just be blown out of the sky — so it's time to take control yourself. You'll need to get pretty close still, unless you've got some pretty hot lasers, in which case even ships a few kilometres away should be easy pickings. Once you've got the enemy ship on screen, manoeuvre your ship slowly and carefully with engines off, and then pick your shots carefully.



Give a lot to chari-dee, mates, and you'll feel pop-tastic.

GOING WHERE NO MAN...





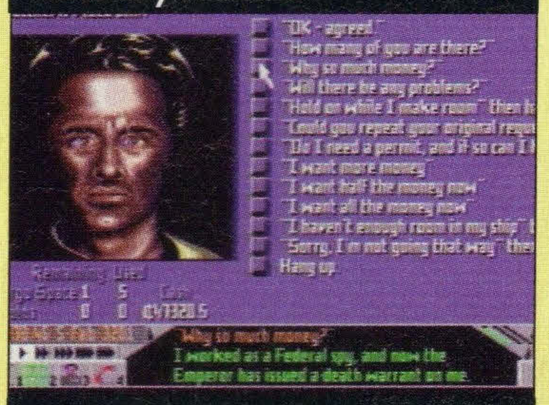
Okay, you've got a few hundred thousand credits and a brand new Asp, but what next? Time to branch out and enter new regions. Frontier offers many different styles of gameplay, so you could choose the mercenary lifestyle, go into illegal goods, enter the Imperial army or just stick with your computers and luxury goods. Ferrying passengers to their desired destination is a good bet, especially if it's a large group offering quite a lot of credits (in the region of 5000 to 10000 creds). Be careful, though — if a single passenger is offering a great deal of money, there's sure to be a lot of trouble ahead. You'll also need to get them there pretty quickly, so if the system isn't within two or three jumps, forget it. Late arrivals generally don't pay, and you'll also get a pretty bad reputation amongst your fellow traders.



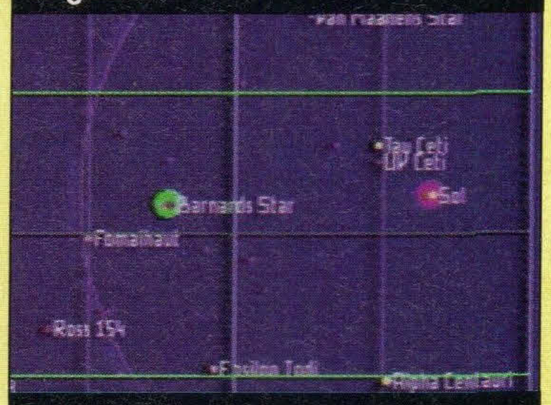
Only the best get to take the mercenary missions.



Inner city London's never looked so good!



Be careful of missions involving some dodgy dealings.



Ensure you have enough fuel to reach your destination.

play guide

Readers Tips

Besides the obligatory 'Get your tips out' comment, let's get straight onto the tips that you, the reader, supplied from the last issue. keep them coming!



JAMES POND ROBOCOD

I am writing to tell you a cheat for James Pond. When you see the collectables on the roof at the start of the game, collect them is the following order: Cake, Hammer, Earth, Apple and Tap; the first letters of each word spell out CHEAT. When you have completed the level, go back to the roof to find an extra life and more points!

David Jones, Warwickshire

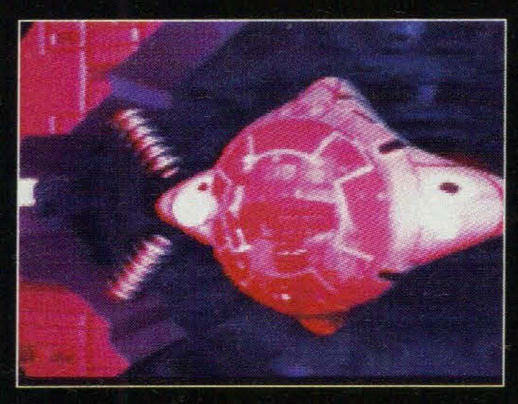




MICROCOSM

If you're finding Microcosm a little hard, try this cheat that I found:
When you're about to enter the pod bay at the start, and it goes to the cut sequence, pause the game and press the following buttons:

Green - Blue - Yellow - Red - Yellow - Down - Green - Right - Red - Up







The title screen will turn black and white and the cheat will be activated. With this cheat, you're invulnerable; you can also warp around the map and have all the guns on the next level you play.

To warp around the map, simply bring the map up. There's a solid white block displaying your location and another outline of a block. To move the outlined block, press either the blue or the yellow button; to warp to that point, press the green button.

The only drawback with this cheat is that all the amazing cut sequences are in black and white. There are various other codes which do the same thing at different parts of the game. You can find these by pausing the game and pressing all the buttons until you find one that makes a different sound to the others. Press it then you have to find the next one that makes the same noise. Keep doing this until it makes that noise and the cut scenes are in black and white.

Mark Edlington, Sheffield

CAPTIVE II: LIBERATION

Here's a handy cheat for Captive II: Liberation to get loads of stuff.
First, go find a regenerator (they can be found in any shop), then click on the socket a few times. Next, go to the leader droid's backpack and take off his chest, then place it into his backpack. Double click on what you want to replicate. Go back to the main view — it should be black. Press the top right action button and a separated box will appear, as if you are going to drop something. Click with the leaders button as many times as you want (note that how many times you press the button is the number of objects you receive). This all has to be done while you're being regenerated. When you stop regenerating, go to the leader droid's backpack and put his chest back on. Go to the main view and pick up all the stuff!

I hope the readers will find this useful.

Jonathan Green, Cleveland

On the map screen click on the following territory names:

1 — Fujale 2 — Chonskee 3 — Deena

After clicking on Deena, a ping can be heard to show that the cheat is on. Now you can choose any place on the map and start with 599 credits.

Paul Wright, Newcastle

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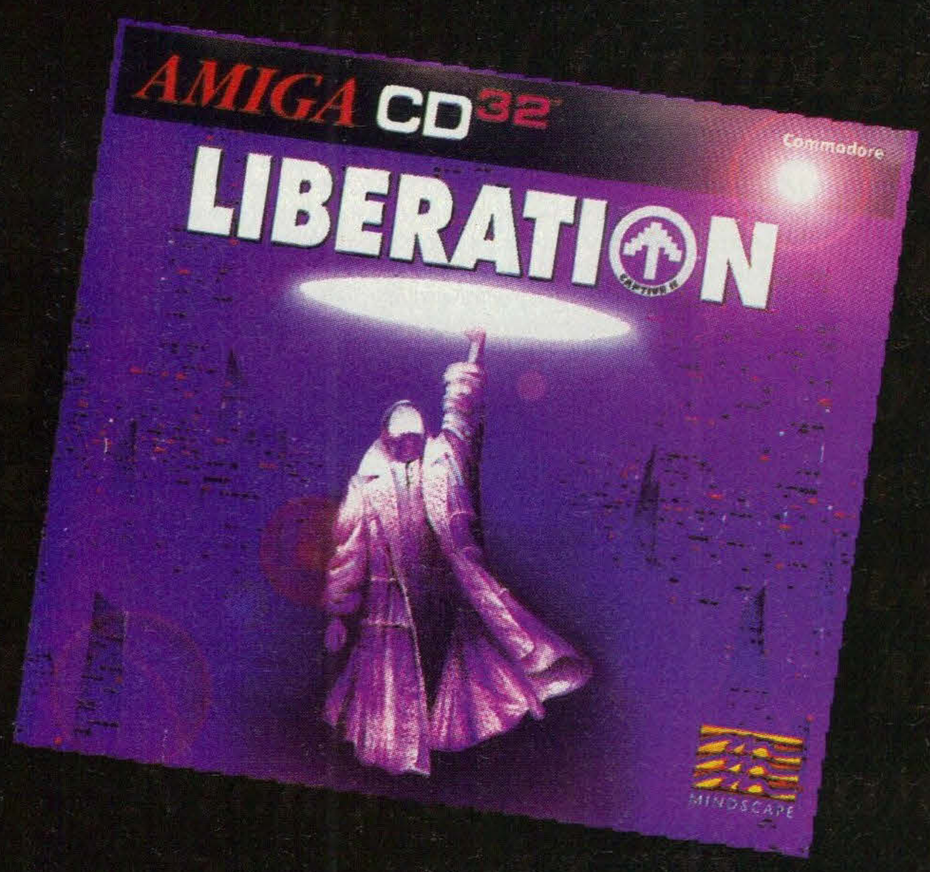
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letters

"It's a terrible cliche, I know, but the response to our first issue of AMIGA CD32 GAMER has been phenomenal. Not only have we been surprised at how many letters and survey responses we've received, we've also been stunned by the age of our readers! The vast majority of you seem to be in your late twenties and early thirties, a big surprise as so many other Amiga magazines seem to be aimed at the teen market. Of course we weren't *that* surprised – the mag was created with an older market in mind – but let's just say it was a relief to see we pitched the magazine at the right age.

Everyone has been very positive about CD32 GAMER, from the industry to you, the readers, with the only recurring complaint being the relative smallness of the magazine. Well, launching a magazine at a new audience is risky, and we felt that the first issue was pretty packed. But as you can see, this month we've gone up to 84 pages and now we're monthly! Nervous exhaustion can be but a few weeks away..

THERE'S NO MOUSE IN THIS HOUSE!

Dear GAMER,
THANKS! I've just bought the first issue of AMIGA CD32 GAMER and it's just what we info starved CD32 owners need. Obviously, as this is a new magazine and your reader group cannot be fully anticipated, there are going to be some things that aren't quite right. Evidently, you felt this way too, hence the survey (which I have enclosed). However, there really wasn't enough room to fully explain any of my points of what should be improved (like the inclusion of a letters section!) so I figured I may as well write.

Firstly, the cover-mounted CD is an excellent idea, and I hope this was not merely a first issue special. Sometimes a magazine review is just not enough to help decide what to spend that hard earned cash on, and the playable demos finish the job perfectly. I also like the idea of including the best of PD and Shareware games on the disc but this, sadly, is where the first quibble arises.

There were many games which required a mouse, which is fair enough, as many of us have Amiga mouses from our old machines, but problems arose when I played games such as the excellent *MegaBall*, *Pacman* and a few others. I found that after a successful bout, the game informed me that I had a fantastic high score and would I please type in my name. Several hours of furious button clicking, pleading, crying and abusive language later, I reset the machine and sat down ready to re-load the game. I can't help but feel that if there had been a more thorough exploration of these games, this tedious action would not have been necessary.

The other thing which I feel could be improved is the ratings system. A percentage score, in my opinion, doesn't mean squat, and thankfully you have not adopted this system. I really like the PROS and CONS idea, but feel this is marred by the x/10 scores. Perhaps if you wrote in just a little more detail about what, practically speaking, is good and bad about the game, this scoring would not be necessary.

That's it! It's over! I've spoken my mind and if now, you think some vast reward is in order, I won't refuse, as I know that to do so would only hurt your feelings.

All I can do now is wait with great anticipation for the next all singing, all dancing, all games on the disc fully compatible with the CD32 (minus keyboard) edition of AMIGA CD32 GAMER.
Cheers!
PAUL LAUGHERY (?), Bradford

Obviously, there wasn't going to be a letters section until issue two provided a genuine reader response (unlike certain other magazines) and here it is, at great demand judging from the survey results. As to the odd disc cock-up, what can I say except sorry? The rush to get the magazine out was frantic, and in the confusion a few of the shareware and PD games weren't thoroughly checked. I appreciate the annoyance this must have caused, but everything we crammed onto the disc was prepared in good faith and I don't think the remaining games and demos were poor value for money. Hopefully this month's disc is a lot better organised, but having said that, everything's getting rushed again already!

Actually, we don't agree with you over the ratings system, and this month we've introduced a percentage score so that all the games can be more accurately separated, although we've kept the Pros and Cons. Scores aren't the be all and end all, obviously, they're still a fairly crude way of judging a game, but with so many games to review in our first issue, everything had to be marked quickly and succinctly. With more space to cover individual games this issue, we've made the reviews a little longer and more detailed to give a more thorough assessment of the software. We may be small, but we pack a lot in, you know.

TILL THE END OF THE WORLD

Dear GAMER,
First of all I would like to thank you on taking the initiative and producing an excellent CD32 magazine. I have enclosed my answers to your questionnaire and I hope they will be of some help.

The main reason for me writing, is to discuss the near future. I have not yet bought a CD32, but before your first issue I was 99.9% ready to buy. However, after reading the interview with Mr. Pleasence, I'm back down to 50%. I will buy, but only at the right time. The thing that is putting me off is not the software availability as that's flowing in now, but rather the development of the new AAA chip. I'm not very technically minded, all I know is that the AAA chipset will improve the CD32 to some degree, and what I'd like to know is what specific improvements will it make and will I have to upgrade my CD32 if I buy one now?
BASHIR MAHMOOD, Huddersfield

Waiting for the ultimate games machine is futile. By the time any machine arrives on the shelves new technology will be in development for the next generation. The hottest machine in the labs currently is the Sony PS-X, but neither that nor the Sega Saturn are due until September 1995. By this time Nintendo's even more impressive 64bit Project Reality will have taken shape, being due for even later in '95, alongside the possibility of a 64bit AAA CD32 II. And back in the labs there'll be yet more hardware on the way for 1996! Currently, CD32 is the most powerful console available in the UK, it's also relatively cheap and there's plenty of software on the way for little more than half the price of a 16bit Sega or Nintendo cart. If you want to play games now, not in the distant future, CD32 is what you want. As for the improvements you could expect from a AAA CD32, dramatically faster polygon generation, built-in texture mapping, transparency and numerous other effects are on the wish list. Games written to take advantage of such a sophisticated machine will take a long time to arrive. In any case, Commodore tend to take care of their users and are bound to make it easier for existing CD32 owners to upgrade to the new technology.

HOW SOON IS NOW?

Dear GAMER,
I do not know if you intend to have a letters column in your magazine, but I do have a question that I'm sure a lot of people would like to have the answer to. When will we see some of these brilliant games we keep hearing about, like *Elite II*, *TFX* and *Rise Of The Robots*? At the moment, my friends have got better games on their MegaDrives, like *Mortal Kombat* and *SFII*. I'm starting to get very bored with my CD32, and all the man in the shop can say is Next Week! Next Week! When will 'This Week!' happen? Can we please have some games, now?

Also, is *Theme Park* coming out on the CD32, and (dare I ask it), can I have a CD32 T-shirt?
Also, I'd like to subscribe to your magazine.
C. KENT, Norbory.

Well if you've flicked through this issue yet, you'll know that the answer to your question is now. We've had some stunning software this issue, like Frontier, Ultimate Body Blows *and* Cannon Fodder. *None of these titles come close to pushing the CD32 to its limits, but they do wipe the floor with current cart releases. Can anyone seriously imagine a game like* Frontier *on Nintendo or Sega consoles? As for the rest of the games you mention, check out our Previews pages for the full CD32 release scene.*

HIGH FREQUENCY FEEDBACK

Dear GAMER,
I thought I would write to inform you of my reaction to your first magazine. My first thought was not to bother, as I'm sure I'm not a typical CD32 owner. Then I reconsidered: if you don't get feedback from the reader, that reader must take the blame when the magazine in question fails to meet his or her standards.

The most noticeable point for me was that I read every page. I know that this is probably only to be expected with a brand new product, but it still came as a refreshing change.

However, I did find the odd block of text a little difficult to decipher, especially the white text on a black background. Perhaps this is due to my age, I'm 93 you know (40)!

My main reason for buying the magazine was to read some reviews and I was not disappointed by the quantity supplied. However, I was concerned by the marks given to certain games. Yes, that old chestnut.

I applaud the fact that some games were panned – the CD32 deserves decent games (as does the A1200) and the sooner people stop producing rubbish in order to make a fast buck the better. If your magazine helps weed out the crap, the happier we users will be.

A question – did the person who reviewed *Wing Commander* play the game for more than half an hour? I know the game was bundled with the CD32, and therefore the review was largely irrelevant to most of us, but 8/10? I finished the game in a fortnight, and I have to go to work every day, so many others must have finished it in a few days! Apart from the lack of further campaigns, I was really annoyed by the way things slowed down to a crawl when the fighting should have been at its most furious. I am looking forward to seeing *TFX*, but what mark will you give that and should I pay any attention?

The cover disk was about what I expected, but I know that you can't please everyone. Personally, I have enough PD games to keep my children amused for the next ten years, and I already own *Pinball Fantasies* for the CD32 and *Nick Faldo's Golf* for the A1200. I hope that by the time the next issue is ready, there will be some new games on release, and that you will be able to give demos of them. I would also like some new music to accompany some new AGA pictures. Don't want much, do I?

If I was new to computing and/or computing magazines, then I would probably award your first attempt a rating of 9/10. But because I'm a cynical old sod, I can only manage 8/10. If you've ploughed through as much crap as I have, then you'll realise that this is a pretty good score. I wish you every success and I hope that you keep up to the high standard that you've set.
S. J. Wilson, Northampton.
P.S. Is it just me, or are the CD32 control pads filled with treacle?

Several people have echoed your complaints about the printing quality on some pages. Let's just say we're having teething problems with our printers!

As for the reviews, we're certainly not here to knock anyone down for producing CD32 stuff, but with so many older Amiga magazines blatantly sucking up to every CD32 release just to push the machine (and their own circulation), which is obviously very unhealthy, we wanted to wipe the slate clean and give a more honest insight into all the games that were available at the time.

I've worked for Spectrum and SNES mags, and my brother has worked on magazines for every console under the sun, so we both felt we were qualified to judge the software available with complete objectivity. A lot of it was crap, and we said so, but we explained why we thought they were poor and I'd stand by any of the reviews. A few software houses have ceased communicating with us, feeling perhaps we're being somewhat disloyal to the Amiga scene in criticising their games, but that's obviously rubbish. Some companies are making the effort with some excellent new releases, and it's unfair on them if everything we review gets 9/10 just to persuade you to rush out and buy a CD32. Having said that, I think perhaps the Wing Commander *review was rather lenient, but as you said, it was free. Next point!*

The cover discs. We've all realised that quantity doesn't equal quality, but I think the disc for this issue (as I write) looks pretty terrific. Still, as you say, you can't please anybody, ever. Or something like that.

The suspicion over the CD32 pad is unanimous, I think.

☐ SOUNDBITES ☐

☐ Thank you for your commitment to the Amiga CD32. It's a great magazine and CD, but can you tell me where to buy a keyboard to enter my name on some of those PD games on your disc...?
Pete Dawson, Newark
Thank you, Pete. Your sarcasm has been duly noted.

☐ The typography fonts are a bit little sad. Try Adobe ITC Franklin Gothic or Bell Gothic light.
Anonymous accounts clerk at Viking Direct.
You really should try and get into desktop publishing, sir. Pen pushing and number crunching seems to disagree with you. Boring day at work today?

☐ Hopefully your magazine will help the CD32 take off!
Henry Barker, Carlisle
Surely it's already soaring beyond the stratosphere...?

☐ Hope it becomes a monthly event...fabulous cover CD and totally impressed with *Nick Faldo's Championship Golf* and *Donk* demos...thanks for a great pilot issue.
Jim Bayne, Glasgow
After going from quarterly to bimonthly, how much longer can it be before we go monthly? What?! Next month!

☐ ... your cover CD was more entertaining than the four free games I received with my console!
John Mclean, Lochgelly.
No comment.

☐ Thanks for the *Liberation* player's guide. It needs it! Approx 60% of the letters to Amiga CD32 Gamer.
It is a toughie, isn't it.

☐ I think you've got the perfect magazine for the CD32.
Andy Scott, London
We were touched, until we saw that you used to own an Amstrad 464. And you buy three or four games a month! What a surprise, you're in advertising...

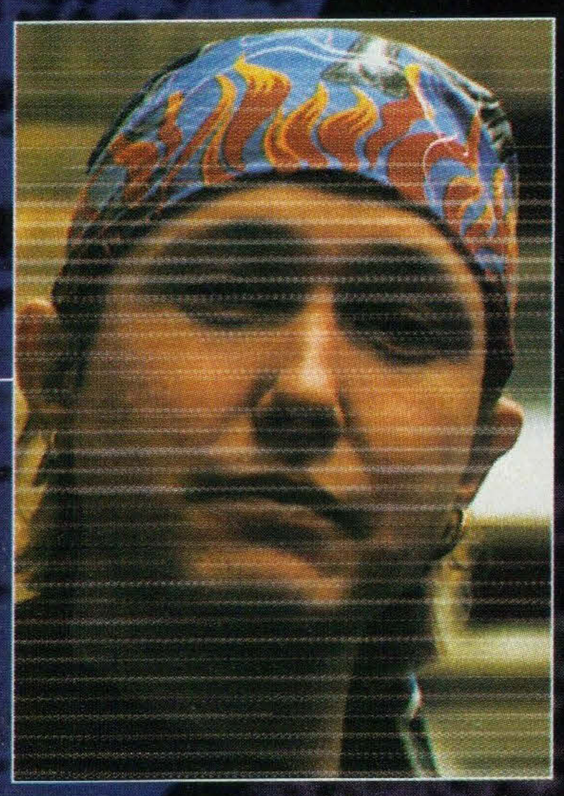
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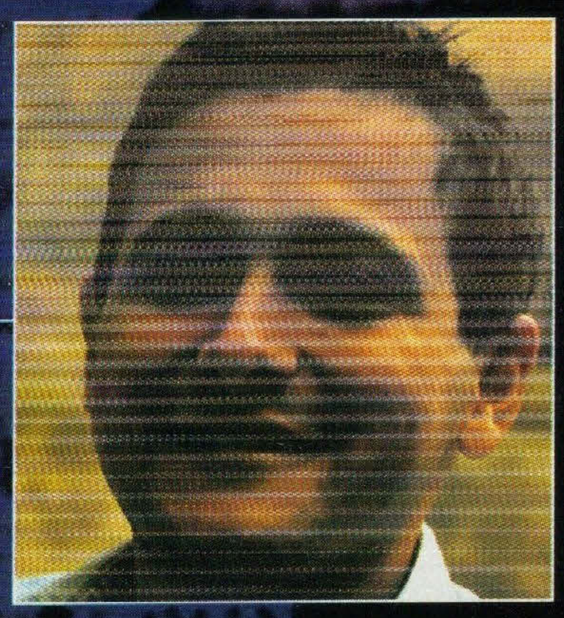
SOMETHING BIG SOMETHING EXCITING SOMETHING...

MEGASTAR



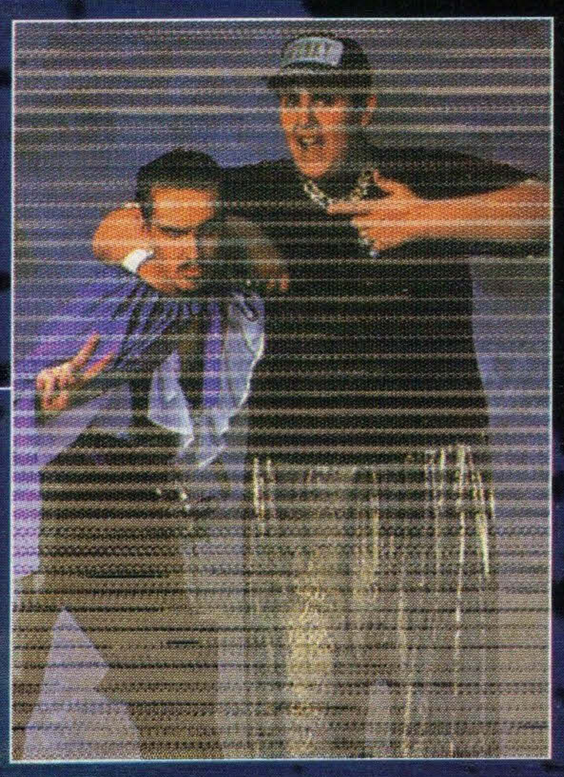
DAVE PERRY

'the Unstoppable Games Animal' formerly of Sega Pro, editor of Mega Power, and co-presenter on Channel 4's GamesMaster and Sky TV's Games World.



NICK WALKLAND

formerly of Games X, editor of Control magazine and senior researcher on two series of Sky TV's Games World.



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THE WORL



JASON JOHNSON

formerly of Super Pro, games editor for Sega Pro magazine and author of Protips Unlimited.

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newer titles in our comprehensive Games Watch sections. There will be news from the industry itself, Japan and America, and of course information about the latest developments from the TV programme.

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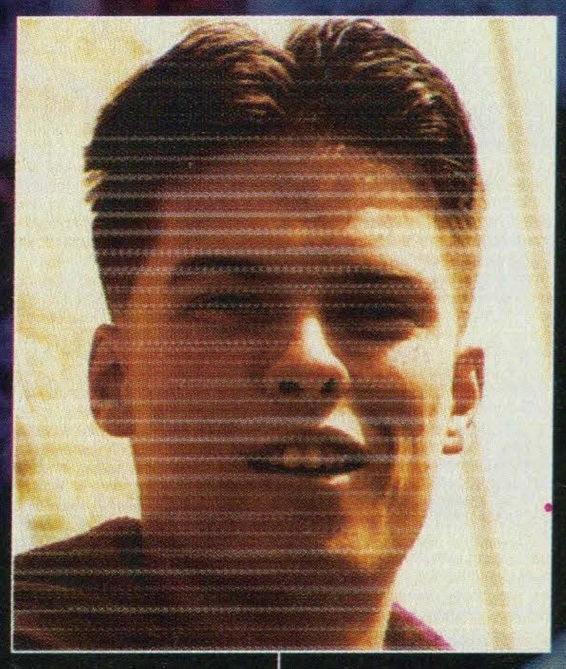
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D GAMERS



ADRIAN PRICE
formerly of GamesMaster magazine and researcher on GamesMaster TV show.

AZ

The Definitive Guide to CD32 Software



A

ALFRED CHICKEN
Mindscape
Unoriginal and unspectacular, but it doesn't matter because playability is top notch with big, varied levels testing platforming skills to the limit.
ProScore 78% (Issue 1)

ALIEN BREED
Team 17
An overhead-view blast-'em-up in the *Gauntlet* vein with masses of mazes and power-ups. Gameplay is ultimately rather simplistic, but action is fast and atmospheric with a reasonable simultaneous two-player mode. [Available in Doublepack with *Qwak*.]
ProScore 77% (Issue 1)

ARABIAN KNIGHTS
Buzz
The graphics are less than awesome, but playability is fine in this nippy platformer with a sprinkling of neat puzzles.
ProScore 74% (Issue 1)

B

BATTLE CHESS
Interplay
An amusing variation on the world's best boardgame. All the pieces are animated, with some hilarious combat scenes. A fun introduction to a great game.
ProScore 76% (Issue 1)

BUBBA 'N' STIX
Core Design
Large, colourful sprites star in a genuinely cartoonesque platformer. Stix himself is a great little weapon with a host of different functions, while gameplay as a whole is original and entertaining.
ProScore 89% (Issue 1)

C

CASTLES II
Interplay
Medieval war is reproduced with stunning attention to detail in this huge strategy game. Fanatics will love the depth, but the incredibly sluggish speed will put off everyone else.
ProScore 39% (Issue 1)

CHAMBERS OF SHAOLIN
Unique
Arguably the worst beat-'em-up in the history of mankind.
ProScore 6% (Issue 1)

CHUCK ROCK
Core Design
Big sprites, but the limited colour palette and simplistic gameplay make this somewhat dated. Not bad for budget, though.
ProScore 57% (Issue 1)

D

D/GENERATION
Mindscape
Crude graphics and minimal sound fail to disguise one of the most atmospheric and all-round fun games that you can get for CD32. A deft mix of arcade action and brain-twisting puzzles.
ProScore 90% (Issue 1)

DANGEROUS STREETS
Flair Software
Static this looks like a big and brash *SFII* clone. Unfortunately, once things get moving animation proves to be dreadful and gameplay uninvolving.
ProScore 22% (Issue 1)

DEEP CORE
Ice
Nice intro soundtrack and reasonable in-game graphics can't disguise tedious and uninspired arcade-adventure gameplay.
ProScore 42% (Issue 1)

DENNIS
Ocean
Slick, 256-colour graphics but gameplay is as tired as the uninspired platforming format.
ProScore 37% (Issue 1)

DIGGERS
Millennium
A more sophisticated and tougher variation on the *Lemmings* arcade format. Sadly, while the CD soundtrack is brilliant gameplay is frustrating due to an overly complex control system
ProScore 56% (Issue 1)

fgi

F17
Team 17
A nice-looking and very playable racer with plenty of speed and fun. No two-player mode though, and lacks something in depth compared to *Mansell*.
ProScore 73% (Issue 1)

FIRE FORCE
Ice
A side-scrolling Commando-style game ruined by poor controls and sluggish responsiveness.
ProScore 34% (Issue 1)

FLY HARDER
Buzz
A fiddly and overly difficult CD32 version of *Thrust*. As ever, the control system is fun to mess around with, but there's far too few levels.
ProScore 52% (Issue 1)

GLOBAL EFFECT
Millennium
A slow, uninvolving ecco sim, that follows the lifespan of a planet. Challenging and seriously dull.
ProScore 55%

INTERNATIONAL KARATE PLUS
System 3
A less than brilliant conversion of an 8bit classic is a bit too sluggish and limited to shine on CD32.
ProScore 44% (Issue 1)

jlm

JOHN BARNES EUROPEAN FOOTBALL
Buzz
A dire side-scrolling football game which promises much, with masses of options, but simply fails to deliver on the pitch with jerky scrolling, lousy controls and poor collision detection.
ProScore 32% (Issue 1)

LABYRINTH OF TIME
Electronic Arts
A surreal adventure with some stunning, hi-res still graphics to convey a brilliant sense of atmosphere. Very weird and the slow pace will put off many.
ProScore 70% (Issue 1)

LIBERATION
Mindscape
A huge, sprawling sci-fi adventure which would take several lifetimes to explore fully. An intriguing storyline, involving gameplay and interesting, texture-mapped graphics make this essential for all RPG fans.
ProScore 92% (Issue 1)

LUNAR-C
Mindscape
A side-scrolling shoot-'em-up which rips off *Gradius*' power-up system, but none of its variety or playability. [Available in Doublepack with *Overkill*.]
ProScore 37% (Issue 1)

MEAN ARENAS
Ice
Pac-Man may seem less than state-of-the-art, but this update is very playable with enough updates to provide reasonable lastability.
ProScore 61% (Issue 1)

MICROCOSM
Psygnosis
A graphical showcase with a fantastic FMV-style intro, top-notch rendered sequences in-game and lots of slick touches. Unfortunately, gameplay is weak, repetitive and frustrating.
ProScore 60% (Issue 1)

MORPH
Millennium
An intriguing arcade puzzler where you can morph between four different types of blob to solve a huge number of levels. Tough but very playable.
Proscore 84% (Issue 1)

nop

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Gremlin
A very playable racer with plenty of depth. No two-player mode though.
ProScore 74% (Issue 1)

opq

OSCAR
Flair Software
Full use is made of the AGA chipset for some spectacularly colourful and detailed graphics. Lots of neat touches, but the overall effect is confusing and swamps limited gameplay.
ProScore 59% (Issue 1)

PINBALL FANTASIES
21st Century Entertainment
Four exceptionally playable and colourful pinball tables provide masses of fun with some great CD soundtracks. 1-8 player option is especially good fun.
ProScore 87% (Issue 1)

OVERKILL
Mindscape
A very competent update of the classic Defender coin-op: fast, slick and very playable. [Available in Doublepack with *Lunar-C*]
ProScore 67% (Issue 1)

PIRATES
MicroProse
Despite a slick new intro and some excellent presentation screens, this looks distinctly 8bit with mainly disappointing combat graphics. Underlying gameplay is quite sophisticated though, with a brilliant sense of openness which perfectly suits the pirate theme. Worth investigation.
ProScore 79% (Issue 1)

PROJECT X
Team 17
A classic side-scrolling shoot-'em-up which has masses of power-ups, fast-moving enemies and slick backdrops. Totally unoriginal, but as playable as it gets. [Available in Doublepack with *F17*.]
ProScore 89% (Issue 1)

QWAK
Team 17
A hugely playable game inspired by Taito's classic *Bubble Bobble* coin-op. Action is simplistic, each level is just a single screen, but it's so much fun who could complain? Great simultaneous two-player mode as well! [Available in Doublepack with *Alien Breed*.]
ProScore 84% (Issue 1)

rst

ROBOCOD
Millennium
A colourful and playable platformer, albeit perhaps a bit easy.
ProScore 80% (Issue 1)

SEEK AND DESTROY
Mindscape
A simplistic and less than spectacular overhead shoot-'em-up. Neat samples though and quite playable with a neat rotational control system.
ProScore 62% (Issue 1)

SENSIBLE SOCCER
Renegade
Tiny sprites and a control system better suited for joystick than joypad are off-putting, but this is an extremely sophisticated and playable soccer sim, rated among the best games ever.
ProScore 91% (Issue 1)

SLEEPWALKER
Ocean
A novel arcade puzzler where you must use a dog to guide the eponymous hero through ever more hazardous levels. Fun, but very tough and not helped by an awkward control system.
ProScore 80% (Issue 1)

SUPER PUTTY
System 3
An entertaining and original paltformer and one of the better early CD32 releases.
ProScore 70%

THE LOST VIKINGS
Interplay
One of the best games around, this features three Vikings taking on 37 levels with their various skills. A great mix of arcade action and tantalising puzzles. Great fun, but unenhanced for CD32.
ProScore 90% (Issue 1)

THE SEVEN GATES OF JAMBALA
A dreadful platformer which looks like an 8bit game and plays considerably worse.
ProScore 8% (Issue 1)

TROLLS
Flair Software
A cutesy platformer with fourteen different levels. Very similar to, but less colourful than Oscar which makes itt easier to play.
ProScore 67% (Issue 1)

wz

WHALE'S VOYAGE
Flair Software
A great techno intro track, a great option to tailor your crew members and plenty of depth make this an intriguing RPG. Sadly, most of the action features weak graphics.
ProScore 80% (Issue 1)

WING COMMANDER
Electronic Arts
The classic space opera is slickly presented with an involving storyline, even if gameplay isn't as sophisticated as you first think.
ProScore 86% (Issue 1)

ZOOL
Gremlin
Masses of hype, masses of onscreen colour, a great FMV-style intro and impressive CD soundtracks. Pity gameplay's so limited.
ProScore 60% (Issue 1)

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of the competition

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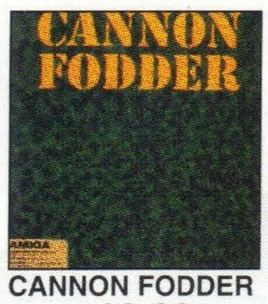
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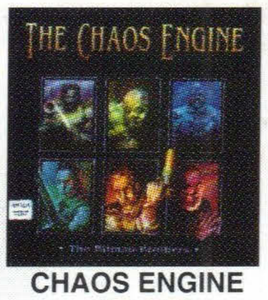
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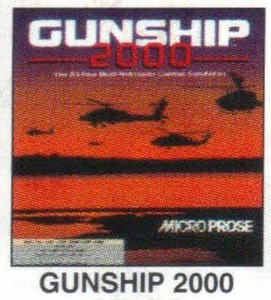
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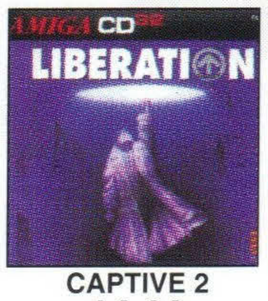
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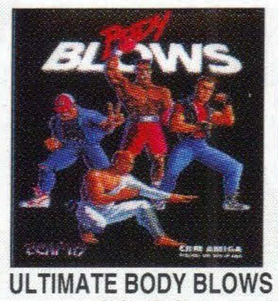
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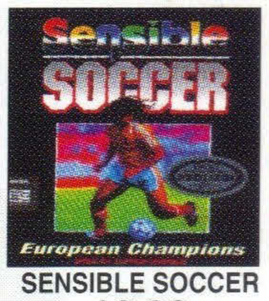
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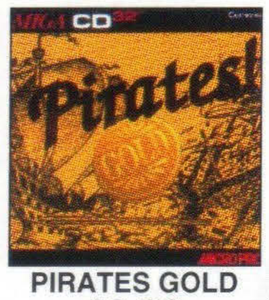
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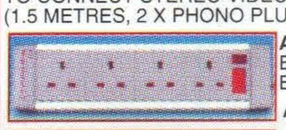


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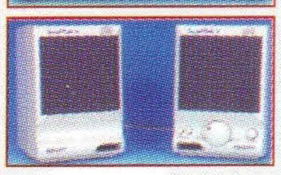
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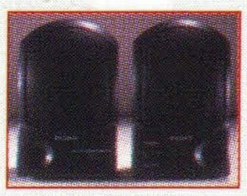
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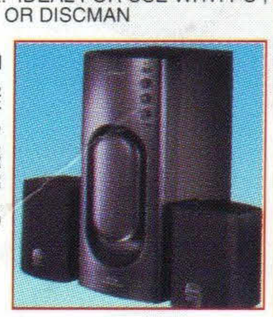


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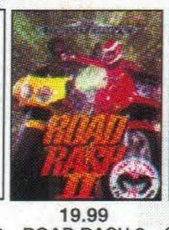
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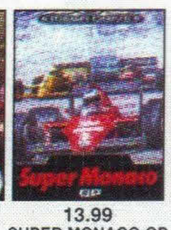
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